



OWNER'S MANUAL



Illustration shows motion cabinet - illustration may differ to actual product

IMPORTANT


- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.


BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:


To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER, WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.

 **DANGER** Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.

 **WARNING** Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

 **CAUTION** Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and/or material damage.

For the safe usage of the product, the following pictographs are used:



Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the instruction manual should be referred to.



Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground.
(The step may be omitted for products in which a power cable with earth is used.)

- **Perform work in accordance with the instructions herein stated.**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work.
- **Be sure to turn off the power before working on the machine.**
To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect.
- **Be sure to ground the earth terminal.**
(This is not required in the case where a power cable with earth is used.)
This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment.
- **Ensure that the power supply used is equipped with an earth leakage breaker.**
Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs.
- **Be sure to use fuses which meet the specified rating.**
(Only for the machines which use fuses.)
Using fuses exceeding the specified rating can cause a fire and an electric shock.

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.

SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.

- **Ensure that the product meets the requirements of appropriate electrical specifications.**

Before installing the product, check for electrical specifications. SEGA products have a nameplate on which electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock.

- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**

To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

- **When handling the monitor, be very careful. (Applies only to products with monitors.)**

Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

- **Be sure to adjust the monitor properly. (Applies only to products with monitors.)**

Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.

- **When transporting or reselling this product, be sure to attach this manual to the product.**

* *In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific instruction manual of such equipment.*

* *Descriptions herein contained may be subject to improvement changes without notice.*

* *The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.*

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on the power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are casters and adjusters damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cables have cuts and dents?
- Are all accessories available?
- Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

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INTRODUCTION

This manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electro-mechanicals, servicing control, spare parts, etc. for the product, “Let’s Go ISLAND!”.

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions.

In the unlikely event that the product does not function correctly, DO NOT allow anyone other than a technician to touch the internal system. Turn off the power to the product, making sure to unplug the electrical cord from the outlet, and contact the office listed in this manual or the point-of-purchase for this product.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the word “IMPORTANT” and the symbol below.



Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product.

SPECIFICATIONS

Installation space	1,220 mm (48 in) [Width] x 1,880 mm (74 in) [Depth]
Height	2,300 mm (90.6 in)
Weight	486 kg (1,071 lb)
Power, maximum current	720 W, 3.6 A (AC 220 V, 50 Hz Area)
	700 W, 3.5 A (AC 220 V, 60 Hz Area)
	720 W, 3.5 A (AC 230 V, 50 Hz Area)
Power, current	700 W, 6.8 A, (Max.) (AC 110 V, 60 Hz; Taiwan)
	410 W, 3.7 A, (Min.) (AC 110 V, 60 Hz; Taiwan)
LCD	42 type LCD

Definition of 'Site Maintenance Personnel or Other Qualified Individuals'

⚠ WARNING

Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technology. Work carried out by unqualified persons may cause serious accidents, including electrocution.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions that potentially dangerous procedures which should only be carried out by professionals with the appropriate specialized knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site maintenance personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

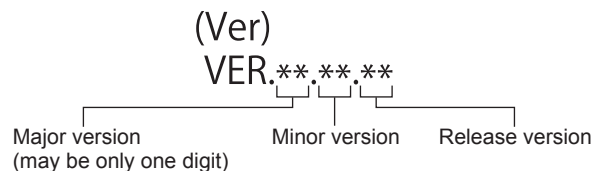
Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individuals should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

Game Version Notation

Version numbers appearing in TEST MODE are displayed as asterisks. When describing software version upgrades, only major version numbers are displayed. Minor version and release version numbers are for Sega's administrative use only. If you require these numbers, please contact the office listed in this document.



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1 HANDLING PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the product.

WARNING

- **Proceed with checks and tasks as indicated in these instructions. If instructions are not followed, or if tasks and/or checks are neglected, an electric shock or other very serious accident, even fatal accident, can occur. Also, customers could be injured while operating the product.**
- **Before performing work, be sure to turn the power off. Performing the work without turning the power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.**
- **To avoid an electric shock, do not plug in or unplug with a wet hand.**
- **Do not expose power cables or earth (ground) wires on the surface, (floor, passage, etc.). If exposed, the power cables and earth (ground) wires are susceptible to damage. Damaged cords and wires can cause an electric shock or short circuit. Wherever wiring has been laid out on a floor surface, use a wiring protection cover.**
- **To avoid causing a fire or an electric shock, do not put things on or damage the power cables.**
- **When, or after installing the product, do not unnecessarily pull the power cable. If damaged, the power cable can cause a fire or an electric shock.**
- **In case the power cable is damaged, ask for a replacement through where the product was purchased from or the office listed in this manual. Using the cord as is damaged can cause fire, an electric shock or leakage.**
- **Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.**
- **When inserting or removing a connector, always hold it by its main part. If you hold it by anything else while doing so, the connections between wire and connector terminal fixtures could be damaged; and there could be a short circuit or fire.**
- **Be sure that connections such as IC board are made properly. Insufficient insertion can cause an electric shock.**
- **When connecting a connector, check the direction carefully. Connectors must be connected in only one direction. If indiscriminate loads are applied in making connections, the connector or its terminal fixtures could be damaged, resulting in electrical shock, short circuits or fires.**
- **Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.**
- **Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.**

 **WARNING**

- Whenever any fasteners (e.g. screws, nuts) have been lost, always use replacement fasteners with proper dimensions as specified in this document. If fasteners of any other dimensions are used, it could cause damage and/or separation of parts that result in secondary accidents.
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted.
 - Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon physical conditions of the players or the onlookers, or result in injury during play.
 - SEGA shall not be held responsible for damage, compensation for damage to a third party, caused by specification changes not designated by SEGA.
- Performing work or parts replacements not described in this manual could result in accidents. If the need to perform such work arises, use the contact information listed in this manual or contact the location where the product was purchased to request service. You may also inquire about details of the work to be performed.
- Be sure to perform periodic maintenance inspections herein stated.

 STOP**IMPORTANT**

- For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- Some parts are the ones designed and manufactured not specifically for this game machine. The manufacturers may discontinue, or change the specifications of, such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed game machine whether or not a warranty period has expired.
- Do not repeatedly turn the power ON/OFF in a short period of time. Doing so may result in breakdown or parts damage.
- Be careful not to drop fasteners (screws, nuts, etc.) inside the cabinet. Doing so may result in breakdown or parts damage.
- This product uses an LCD. Be careful when cleaning the LCD as it is easily scratched. For details, see Chapter 12 “LCD”.

CONCERNING THE SERIAL NO. AND THE ELECTRICAL SPECIFICATIONS DISPLAYS

This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts.

When inquiring about or asking for repairs, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this manual. In order to ensure you order the correct parts, mention the Serial No. when contacting the applicable places.

CONCERNING WARNING DISPLAYS

This SEGA product has warning displays on stickers, labels and/or printed instructions adhered/attached to or incorporated in the places where a potentially hazardous situation could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating to maintenance and servicing work. Some portions of the cabinet contain high voltage and may cause accidents if touched. When performing maintenance, be very careful of the warning displays. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and technical expertise.

In order to prevent accidents, caution any customer ignoring the warnings to cease and desist immediately.

2 PRECAUTIONS REGARDING INSTALLATION LOCATION

WARNING

This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and/or malfunction.

- Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and/or shower, etc., or places where a water jet (high pressure washing device) could be used.
- Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Dusty places.
- Sloped or unstable surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade.

2-1 LIMITATION OF USAGE

2

WARNING

- **Be sure to check the electrical specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A plate describing electrical specifications is attached to the product. Non-compliance with the electrical specifications can cause a fire and electric shock.**
- **This product requires a breaker and earth mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock.**
- **Be sure to use an independent power supply equipped with an earth leakage breaker. Using a power supply without an earth leakage breaker can cause an outbreak of fire if a power surge occurs.**
- **Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.**
- **Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100 V - 120 V area), and 7 A or higher (AC 220 V - 240 V area). Noncompliance with the Electrical Specifications can cause a fire and electric shock.**
- **When using an extension cord, ensure that the cord is rated at 15 A or higher (AC100 V -120 V area) and 7 A or higher (AC 220 V - 240 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.**

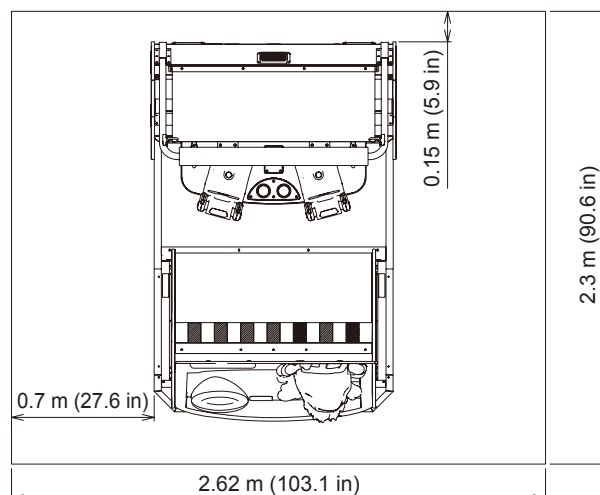
Electricity Consumption

AC 220 V, 50 Hz Area	3.6 A
AC 220 V, 60 Hz Area	3.5 A
AC 230 V, 50 Hz Area	3.5 A
AC 110 V, 60 Hz Area	6.8 A

2-2 OPERATION AREA

WARNING

- For the operation of this machine, secure a minimum area of 2.62 m (103.1 in) width x 2.3 m (90.6 in) depth.
- SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction.
- The ceiling where this product is installed must be at least 2.3 m (90.6 in) high. If the ceiling is too low, the heat emitted from the product may cause it to catch on fire.
- Be sure to provide sufficient space specified in this manual. Do not allow objects to block the ventilation ports. It can cause generation of heat and a fire.
- Put the cabinets close together so that people cannot get through or provide enough space between them that people can go both ways without difficulty. If the cabinets are installed carelessly, people may bump into each other or the cabinets when passing between them or fall down. To prevent people from walking between them, place them 0.15 m (5.9 in) apart.
- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts. Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly and electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this manual, contact your retailer or the office listed in this manual.
- If the machine is still too large to fit through the entryway after following the procedures listed in this manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation.
- To install this product, the entrance must be at least 0.9 m (35.4 in) in width and 1.9 m (74.8 in) in height. If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the casters at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath.



3 PRECAUTIONS REGARDING PRODUCT OPERATION

To avoid injury and trouble, be sure to pay attention to the behavior of visitors and players.

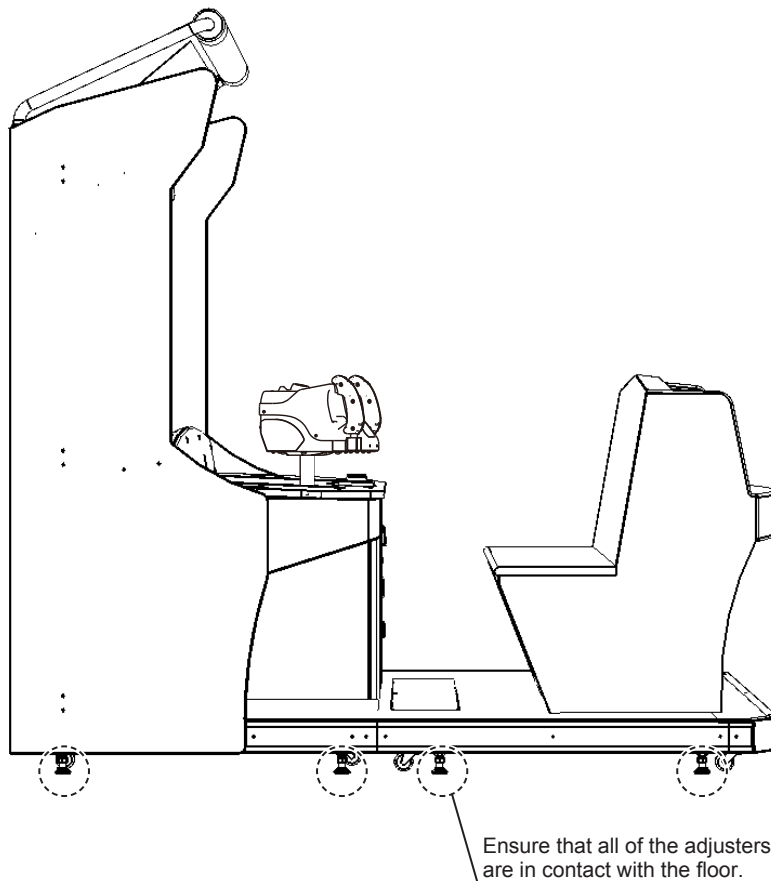
3

3-1 BEFORE OPERATION

WARNING

In order to avoid accidents, check the following before starting the operation:

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read.
- Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers.
- Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident.



- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step or stool.
- To avoid electric shock, check to see if door and cover parts are damaged or omitted.

 **CAUTION**

- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause contact, collisions, and/or trouble between customers.
- During daily cleaning, be sure to check the surface of the control unit and other parts that the player touches with his/her hands for damage, cracks, or loose screws. If a player uses the machine while it is damaged, cracked, or has a loose screw, the player may become injured.
- Check carefully to make sure there are no gaps in the cabinet joints and that they are not loose. If there are gaps or looseness, players may get their hands or fingers caught, resulting in an injury.
- Make sure all doors are securely locked and that they are not loose. If the doors are not securely locked, or if there are gaps or looseness, players may get their hands or fingers caught, resulting in an injury. It may also invite mischief.
- It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.
- Be sure to perform appropriate adjustment of the LCD. For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.
- Inspect for the following items during a trial run. If there is any type of error, use the Test Mode, etc., to resolve the problem. If you continue use with an error, it can cause an accident or irreparable parts damage.
 - Is there any strangeness in the operability of the controller?
 - Is there any improper adjustment of the LCD screen?

 **IMPORTANT**

- Players directly hold the controller with their bare hands so it is recommended that wet towels (paper towels) be provided.
- Diligently clean the parts that players touch directly to ensure a pleasant game playing experience.
- Inspect the coin insertion slots to make sure no foreign objects have been inserted and that they have not otherwise been tampered with. This will prevent play.

3-2 PAYING ATTENTION TO CUSTOMERS

To avoid injury and trouble, be sure to pay attention to the behavior of visitors and players.

WARNING

- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
 - To avoid electric shocks and short circuits, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
 - To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc.
 - To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason.
 - For safety reasons, do not allow any of the following people to play the game.
 - Those who require supporting devices, etc., to walk.
 - Those who are intoxicated or under the influence of drugs.
 - Persons who disregard the product's warning displays.
 - Persons under 110 cm (43.3 in) in height.
 - Persons over 150 kg (330.7lb) in weight.
 - Those who cannot grasp the Control Unit securely because of immobility in fingers, hands or arms.
- The game cannot be played while sitting in a wheelchair.
- No more than 2 persons should sit on the seat of this machine. Instruct customers that 3 or more players must not sit on the seat. Failure to observe this precaution may result in accidents.
 - Instruct customers not to get on or in any seat part, such as the rear of the seat or behind the back of the seat, other than the seat. Failure to observe this precaution may result in players falling over, falling off, or catching body parts in the seat.
 - Instruct persons other than players to keep away from the machine while a game is in progress.
 - An infant is unable to recognize danger, so instruct the guardian of the infant to be attentive and ensure that the infant does not approach the machine.

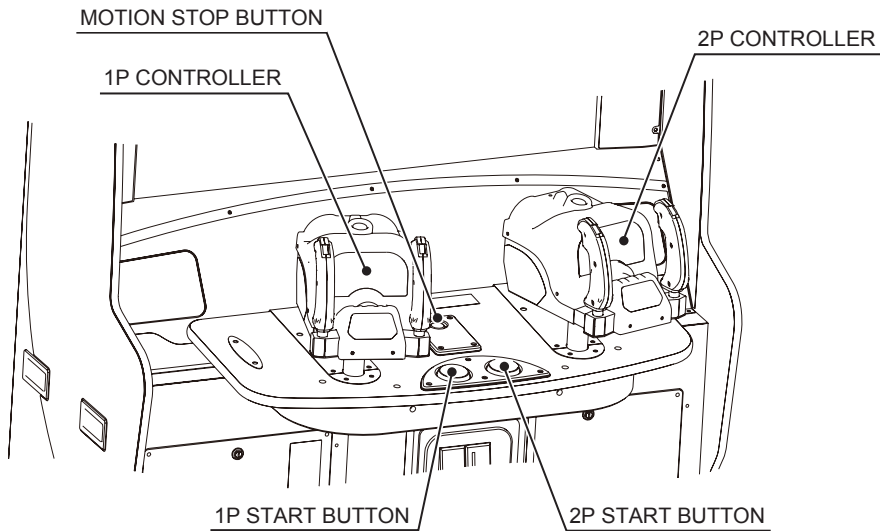
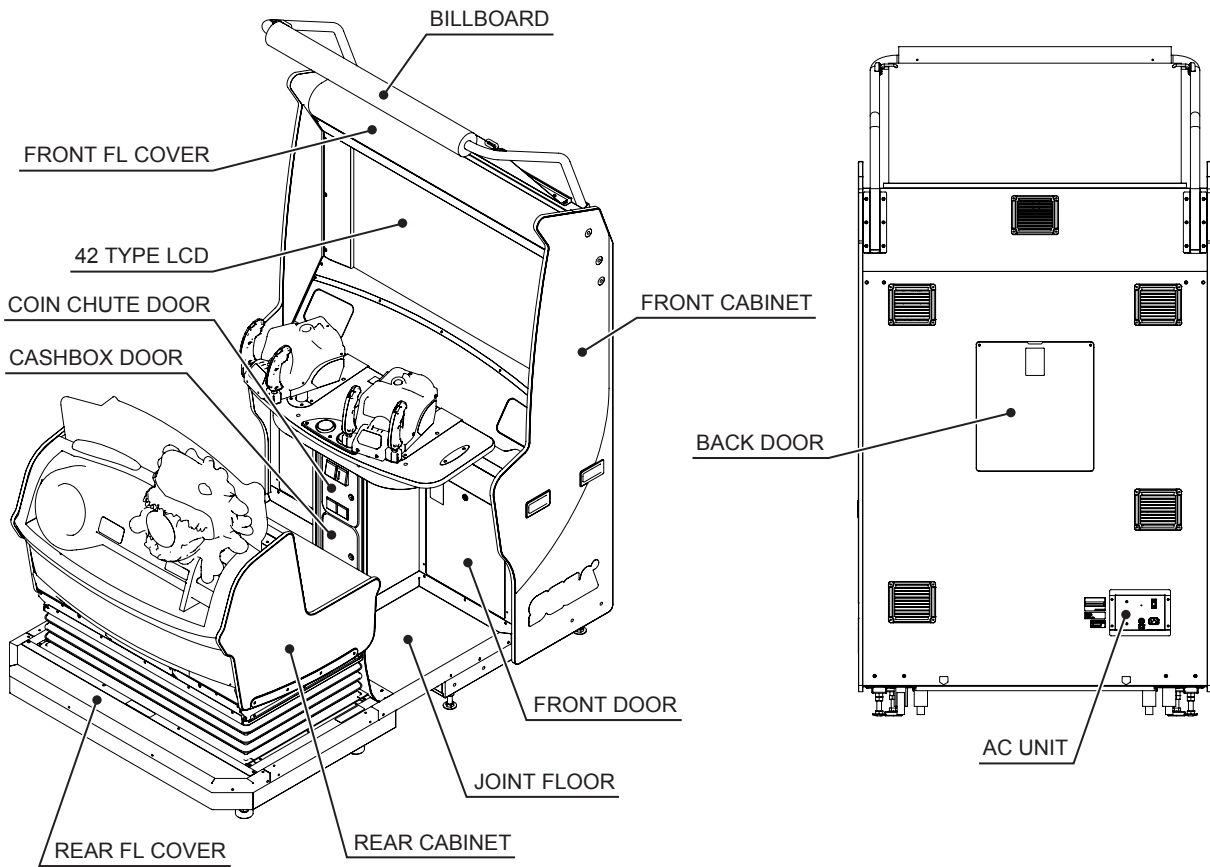
 **CAUTION**

- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.
- Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accidents.
- For safety reasons, do not allow any of the following people to play the game.
 - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
 - Those who are not in good health.
 - Pregnant women or those who could be pregnant.
 - Persons susceptible to motion sickness.
 - Those who have high blood pressure or a heart problem.
 - Those who have neck or spinal cord problems.
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game. Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch on their children during play.
- Instruct those who feel sick during play to have a medical examination.
- When entering or exiting the machine, players may trip over the base. Be sure to warn players who do not appear to be exercising proper caution.
- Explain that the attendant will stop the game if he or she judges that a situation is dangerous.
- There are steps and level differences on each seat, so instruct players to be careful when getting on or off the seat.

 **IMPORTANT**

- If a player carries hand luggage or other items onto a seat, objects may fall off or roll over, for example, when the seat moves, resulting in injury or damage. Also, instruct players not to take breakable items, etc., onto the seat.
- After the end of a game, check to ensure that the player has not forgotten or dropped any belongings.

4 PART DESCRIPTIONS

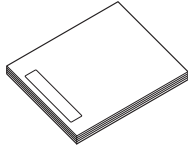
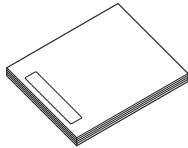
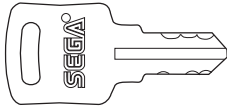
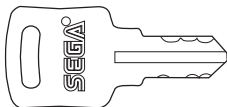
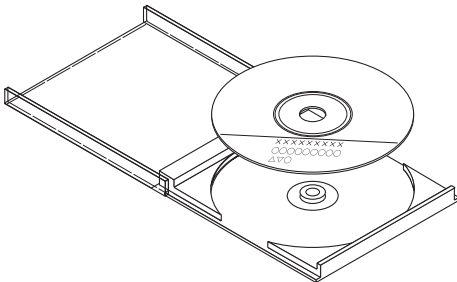
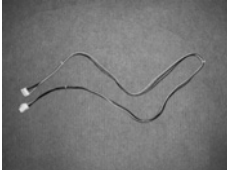


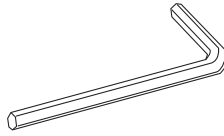
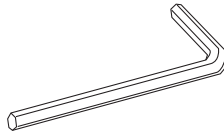
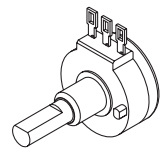

Items	Width	Depth	Height	Weight
FRONT CABINET	1,220 mm (48.04 in)	900 mm (35.44 in)	1,900 mm (74.81 in)	227 kg (500.45 lb)
REAR CABINET	1,200 mm (47.25 in)	850 mm (33.47 in)	1,470 mm (57.88 in)	236 kg (520.3 lb)
JOINT	1,200 mm (47.25 in)	600 mm (23.63 in)	90 mm (3.55 in)	18 kg (39.69 lb)
BILLBOARD	1,170 mm (46.07 in)	900 mm (35.44 in)	220 mm (8.67 in)	5 kg (11.03 lb)

5 ACCESSORIES

Confirm that the accessories listed in the table below are present when setting up the product. Accessories marked Spare in the note column are consumable items but included as spares.

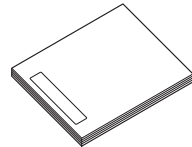
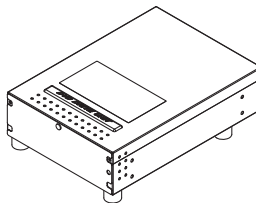
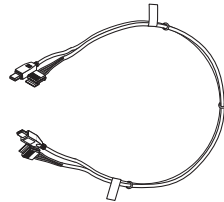
Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase separately.

Part name/Part no.	Diagram/Use etc.	Quantity
OWNER'S MANUAL 420-7310-01	 <p>This manual</p>	1
RINGWIDESERVICE MANUAL 420-7210-01	 <p>Manual for installed board</p>	1
KEY MASTER 220-5793-2-A001	 <p>Open and Close the door The key master is shipped with the manual packed together with the accessories.</p>	2
KEY	 <p>For cash box The keys are placed inside the coin chute door for shipping.</p>	2
DVD SOFTWARE KIT	 <p>When you order the DVD-ROM disc only, specify the part number DVR-0016:RGW DVDROM LGI</p>	1
INSTALLATION CABLE BRK-60219	 <p>For installing software</p>	1

Part name/Part no.	Diagram/Use etc.	Quantity
Allen wrench (with measuring distance of 2.5 mm to opposite side) 540-0068	 Tool	1
Allen wrench (with measuring distance of 3 mm to opposite side) 540-0043-91	 Tool	1
Volume 220-5832	 Spare	1
Coin insertion slot lamp 6.3V.1W 390-5445-01	 Spare	1

The DVD drive is sold separately, but it is required in order to install the software for this product. If you do not have the drive when installing the product, consult the dealer from which you purchased this product. Alternatively, use the kit number below to arrange for a drive.

■XKT-1515 DVD DRIVE KIT FOR LBG

Part name/Part no.	Diagram/Use etc.	Quantity
DVD DRIVE SERVICE MANUAL 420-6923		1
DVD DRIVE 610-0719-01-91	 For software installation	1
DVD WIRE 605-0094	 For software installation	1

6 ASSEMBLY AND INSTALLATION

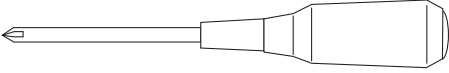
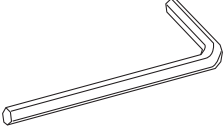
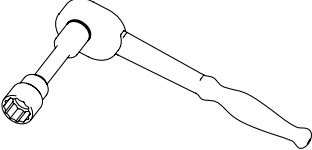
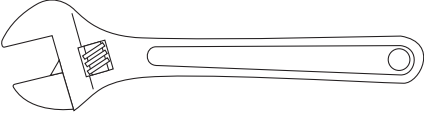
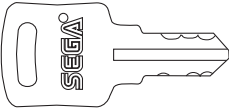
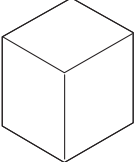
WARNING

- Proceed with checks and tasks as indicated in these instructions. If instructions are not followed, or if tasks and/or checks are neglected, an electric shock or other very serious accident, even fatal accident, can occur. Also, customers could be injured while operating the product.
- This work should be carried out by the site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request service from the office indicated in this document or the point of purchase so as to ensure safety.
- When assembling, be sure not to attempt alone. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.
- Adhere strictly to all of the work procedures stipulated in this document. If two or more workers are working at the same time, exercise special caution. If sequences are carried out erroneously, accidents can result. There might also be cases in which the assembly cannot be completed.
- Make sure that all the adjusters are resting on the floor. The cabinet may move and cause an accident if the adjusters are not laid out properly.
- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.
- Ensure that plenty of space is available for assembly and installation. Performing these tasks in an unsuitable environment may cause accidents.
- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.
- When connecting wires inside the cabinet, there may be instances in which the indoor lighting does not reach that location. Have a flashlight or other auxiliary lighting equipment on hand. If wires are connected carelessly, there could be an accidental short circuit, fire, etc.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- Ensure that connectors are accurately connected. Incomplete connections can cause electric shock.
- Exercise proper caution when using a step or stool to perform work. Falling or tipping over could result in a major accident. Also, if the ceiling is low, you could bump your head.

 **CAUTION**

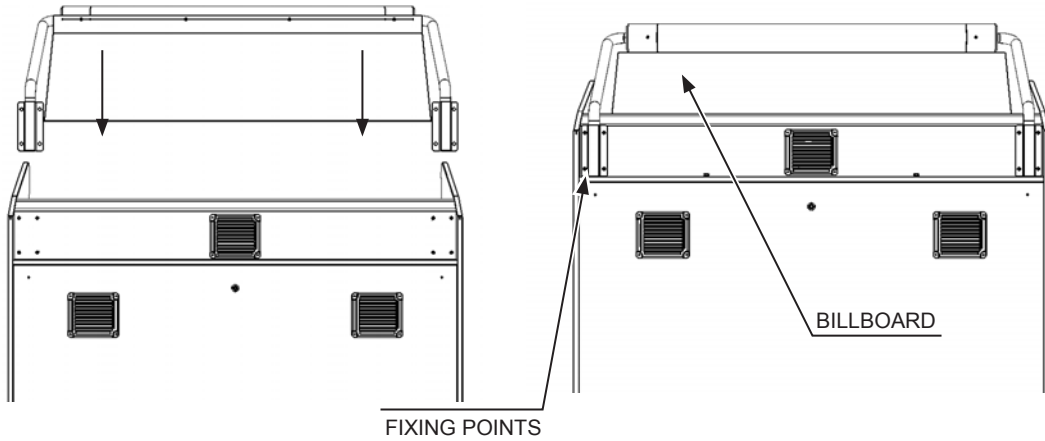
- **Support and hold parts in place securely and fasten them with screws and/or bolts. Use two workers, one to support the part and another to fasten it in place. If a part is not supported securely, it might fall down, resulting in an accident.**
- **Be careful when handling the plastic parts. Do not apply excessive force or shock to these parts. Failure to observe this instruction may result in breakage, and broken pieces and cracks or chips in these parts may cause personal injury.**
- **Be careful not to pinch hands or fingers when attaching and taking off parts.**
- **Wear appropriate work clothing so that work can be performed safely. Wearing gloves and safety shoes is recommended in order to avoid accidents and/or injuries.**

TOOLS NECESSARY FOR WORK

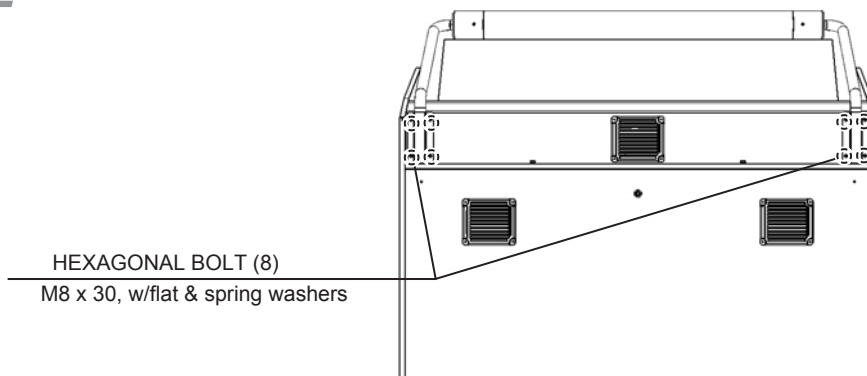
Phillips screwdriver (for M4)	
Allen wrench (with measuring distance of 2.5, 3 mm to opposite side, Accessory)	
Sockets for hexagon bolts and nuts (with measuring distance of 13 mm to opposite side)	
Spanner (with measuring distance of 24 mm to opposite side)	
Master key (Accessory)	
Step or stool	

6-1 ATTACHING THE BILLBOARD

- 1 Using 2 or more workers, lift up the billboard and hook the bottoms of the pipes through the square holes in the back of the front cabinet.



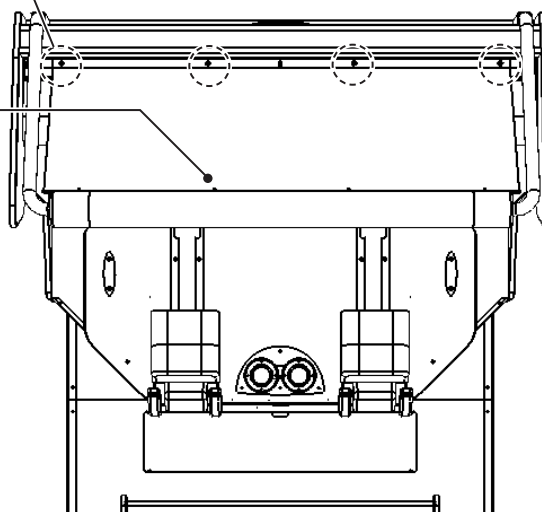
- 2 Affix the billboard with the 8 hexagonal bolts.



- 3 Affix the bottom of the billboard sheet to the front cabinet with the 4 screws.

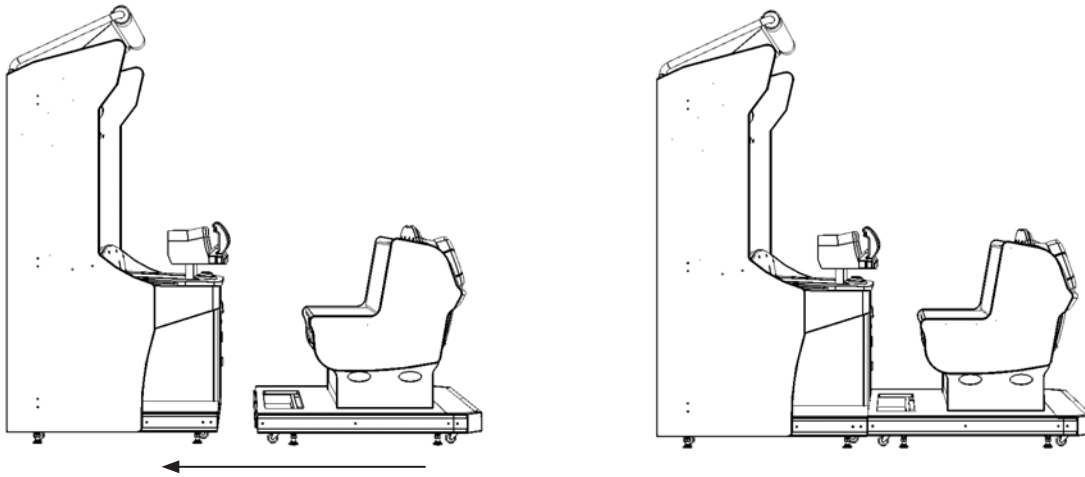
SCREW (4)
M4 x 8,
w/flat & spring washers,
large flat washers used

BILLBOARD SHEET



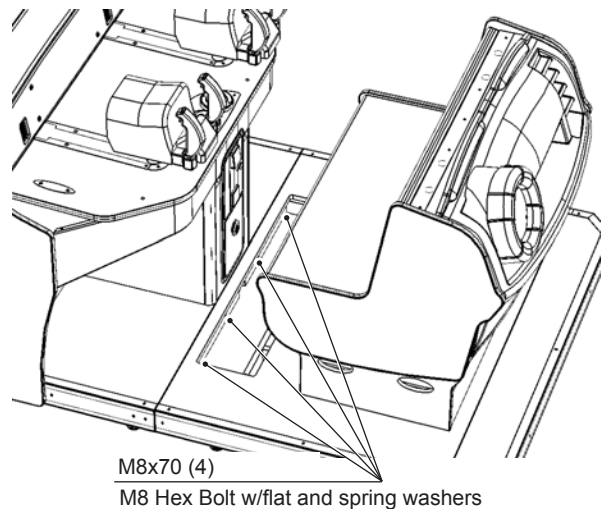
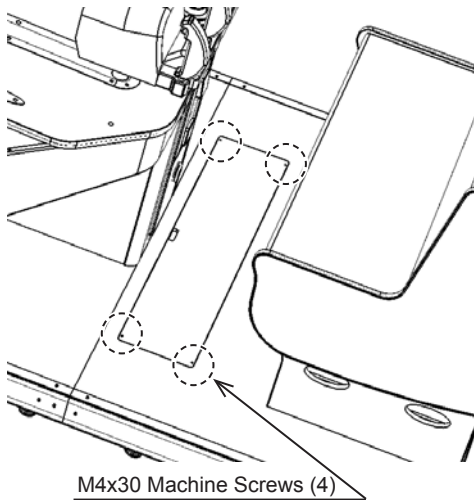
6-2 CONNECTING THE REAR CABINET TO THE FRONT CABINET

- 1 Move the product to the installation site. Be careful not to push on the screen or the plastic components. Place the product so the back of the front cabinet is at least 0.15 m (5.9 in) from the wall.
- 2 Carefully push the Seat Cabinet up to the Display Cabinet and align.

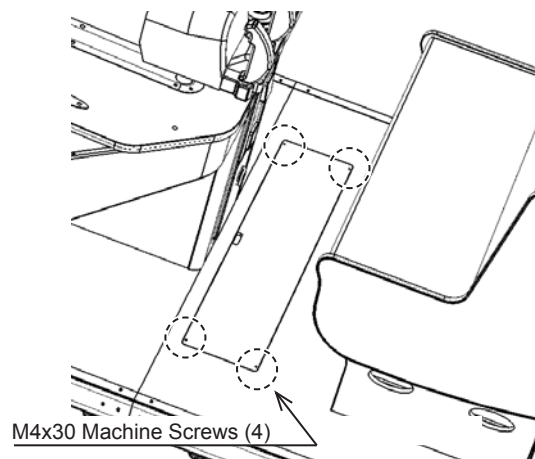
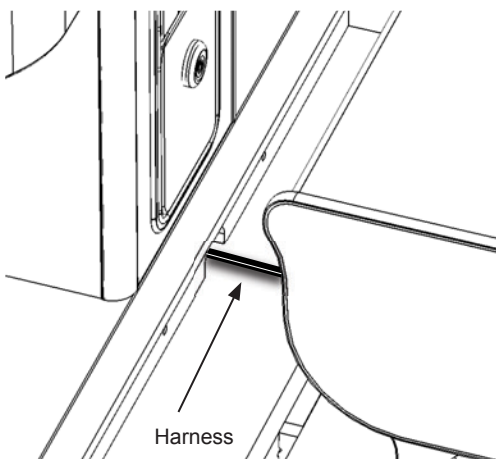


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- 3 Remove the (4) M4x30 Machine Screws which secure the lower door panel to the cabinet. Remove the lower door panel and thread the M8x70 HEX BOLTS (4) Through the Seat Cabinet into the Display Cabinet and tighten..



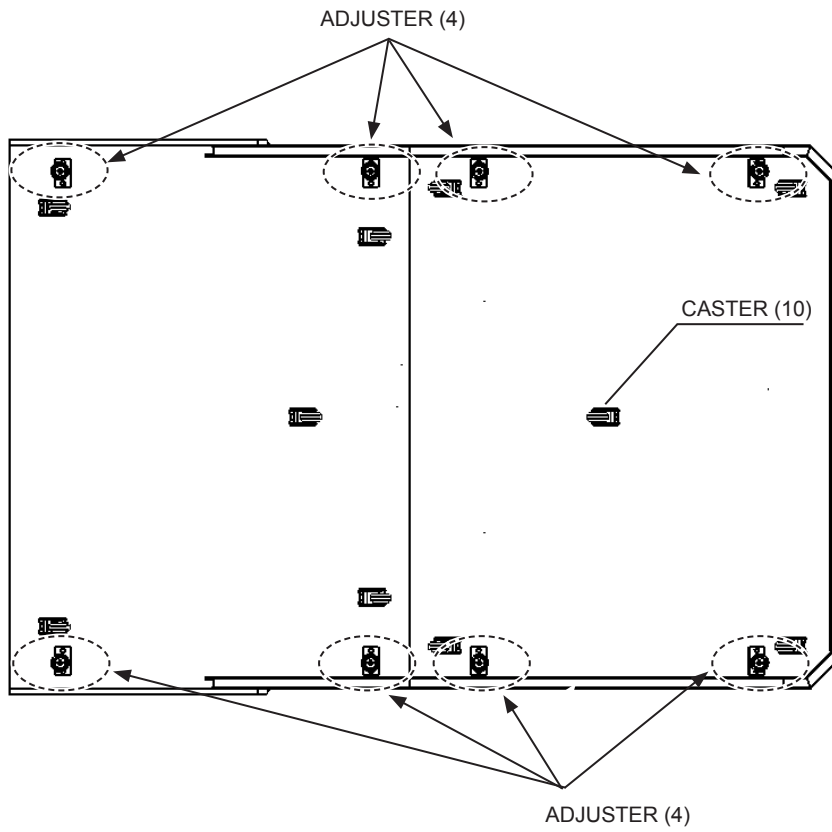
- 4 Connect the Harness from the Seat into the centre of the Display Cabinet. Re-fit the lower door panel using the (4) Machine screws removed in step 3.



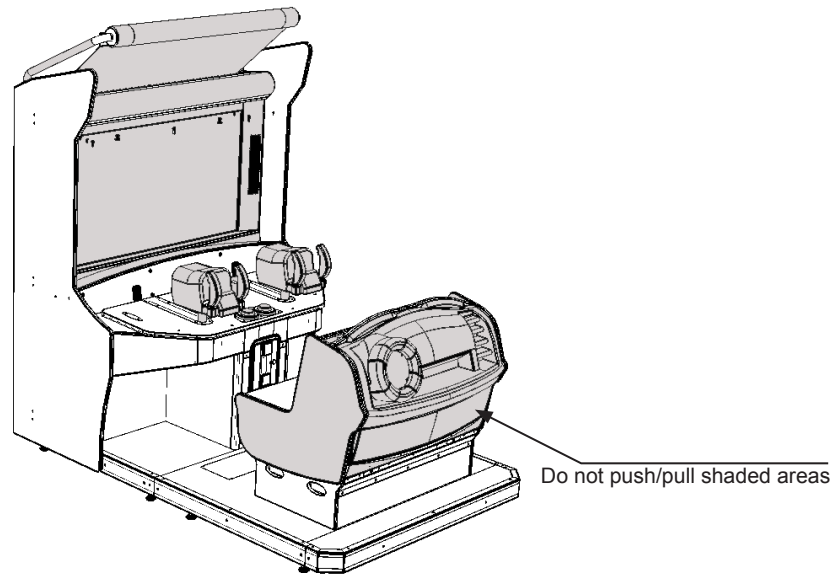
6-3 FIXATION TO INSTALLATION SITE

The product comes with casters attached at 10 locations and adjusters at 8 locations

When the installation site has been determined, have the adjusters come in direct contact with the floor. Establish a gap of about 5 mm between the floor and the casters and adjust the unit so that it will remain level.

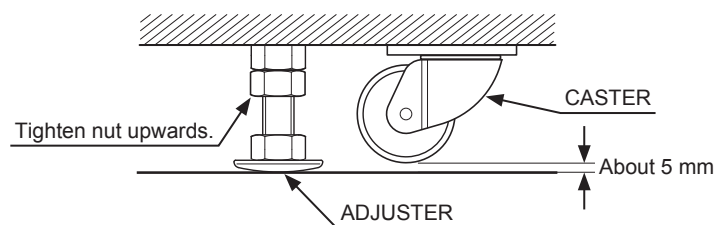
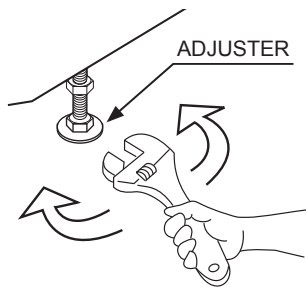


- 1 Move the product to the installation site. Be careful not to push on the screen or plastic components.



6

- 2 Bring the adjusters into direct contact with the floor. Use a wrench to align the height of the adjusters until the cabinet is perfectly level.
- 3 After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights.



6-4 CONNECTION OF POWER AND GROUND

⚠ WARNING

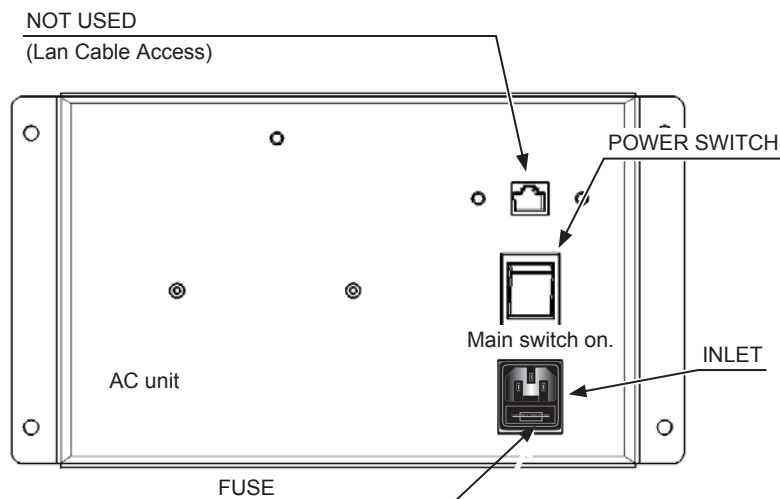
- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage.
- Have available a securely grounded indoor earth terminal. Without proper grounding, customers could be electrocuted and product operations might not always be stable.
- Do not expose power cables or earth (ground) wires on the surface, (floor, passage, etc.). If exposed, the power cables and earth (ground) wires are susceptible to damage. Damaged cords and wires can cause an electric shock or short circuit. Wherever wiring has been laid out on a floor surface, use a wiring protection cover.
- For safety reasons, be sure to first connect the power cable to the product. If the power cable is first connected to the power plug, an accident such as an electric shock or short circuit may occur.
- After laying out the power cable on the floor, be sure to always protect it. If the power cable is left exposed, it can easily be damaged, resulting in electrical shock.

STOP IMPORTANT

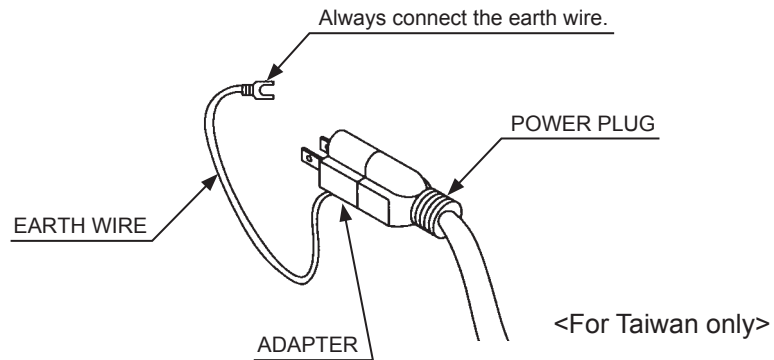
If grounding has been established with the ground wire inside the power cable, do not perform grounding with the AC unit ground terminal. Conversely, if the AC unit ground terminal has been used for grounding, do not establish ground with the ground wire in the power cable. Otherwise there could be faulty or erroneous operations.

The AC unit has Power Switch, Circuit Protector, Earth Terminal and the inlet which connects the power cable.

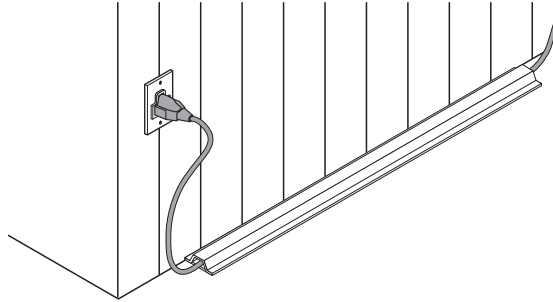
- 1 Confirm that the main switch is at OFF.



- 2 Connect one end of the earth wire to the AC earth terminal, and the other end to the indoor earth terminal. The accessory power cable contains earth wire. Connect power cable to AC unit inlet, and then insert power cable plug into “power outlet with earth terminal”. When using a conversion adapter sold on the market to provide power, connect the adaptor’s earth wire terminal to an “earth terminal that is securely grounded”.



- 3 The power cable is laid out indoors. Protect the power cable by attaching wire cover to it.



6-5 SOFTWARE INSTALLATION

PLEASE NOTE THAT THIS PRODUCT IS DELIVERED WITH SOFTWARE PRE-INSTALLED.

WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- The following explanation assumes that the product has been assembled properly as explained above. If there is an error or if the product operates in a manner other than as indicated below, turn off the power supply immediately. Failure to do so may result in a fire or electrical shock.
- Looking directly at the laser of the DVD DRIVE may cause eye injuries. Do not look inside the DVD DRIVE.
- Check the surrounding area before turning on the power. The product will perform the initializing operation automatically after the power is turned on. If there are people near it, they could be struck or knocked over when the seat moves to the left and right.

CAUTIONS REGARDING USE OF DVD DRIVE AND DVD WIRE

 STOP

IMPORTANT

- Do not use or store the DVD DRIVE or DVD wire in any of the following locations, as this may result in serious damage.

[Do not use or store in these locations]

- Anywhere which may vibrate or shock the equipment
- In direct sunlight
- In damp or dusty places
- In places with a sharp change in temperature
- Close to anything that gives off heat (a heater, etc.)
- Close to anything with a strong magnetic field (magnets, monitor, speakers, radio, etc.)
- Anywhere that is likely to get wet (kitchen, etc.)
- Anywhere with a slope or incline
- Anywhere with corrosive gas in the air (chlorine, hydrogen sulfide, ammonia, sulfur dioxide, etc.)
- Anywhere with strong static electricity

[Do not use in these locations]

- Close to anything that is highly retentive of heat (carpet, sponge, cardboard, etc.)
- Anywhere that blocks the DVD DRIVE air vent.

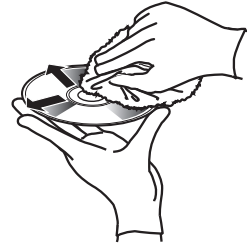
STOP **IMPORTANT**

- The DVD DRIVE is a delicate piece of equipment. Avoid the following.
 - Dropping the DVD DRIVE or exposing it to impact.
 - Getting water or other liquids on it, or placing small items on top of it.
 - Placing large or heavy items on top of it.
 - Drinking or smoking close to the DVD DRIVE.
- Do not turn off the power to the DVD DRIVE when its access lamp is on or flashing, as this could cause damage to the device.
- Do not allow any foreign materials, such as liquids, metals or smoke inside the DVD DRIVE.
- Use a soft, dry cloth to wipe off any dirt or marks on the DVD DRIVE.
 - If you need to use a cleaning agent, always use a “neutral” agent diluted in water.
 - Never use products or cleaning agents containing benzene, alcohol, thinners, etc.
- Do not touch the lens inside the DVD DRIVE. Doing so may prevent it from reading accurately.
- The chip components on IC boards can be damaged by electrostatic discharge from the human body. Before handling an IC board, always neutralize any static charge in the body by touching a grounded metal surface.
- After the power supply is engaged, the DVD DRIVE tray will not come out for about 30 seconds even if you press the switch. This is due to DVD DRIVE initialization.
- The DVD DRIVE tray can come out or return only while the power supply is engaged. The tray cannot be opened or closed while the power is off.
- After software has been installed, be sure to store the DVD software kit, DVD DRIVE and DVD wire at a secure location.
- If for any reason installation cannot be completed, an error is displayed. Refer to the RINGWIDE service manual and take corrective action.

CAUTIONS REGARDING USE OF DVD

STOP IMPORTANT

- Do not use a DVD with a damaged front. This may cause a malfunction.
- Insert the DVD into the DVD DRIVE with the label facing upwards.
- Do not get fingerprints or dust particles on the DVD. Contaminated DVDs may lower audio and video quality, and may result in read malfunctions.
- When cleaning the DVD, do not use volatile chemicals (benzene, thinner, etc.), cleaning sprays, or antistatic agents.
- Do not use a cracked, warped, or damaged DVD. Do not attach papers or seals onto the DVD to avoid scratching it. Do not use a DVD with signs of peeled seals, tape, etc. If such a DVD is placed in the DVD DRIVE, malfunctions, such as the inability to remove the DVD from the drive, may result.
- When cleaning a heavily contaminated DVD, use a clean cloth that has been soaked in water and squeezed. After wiping, remove any remaining moisture with a clean, dry cloth.
- When holding the DVD, be sure not to leave fingerprints on the glossy side.



Wipe the DVD with a soft cloth, working from the center outwards.

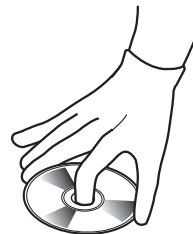
How to Hold a DVD With both hands:

Put your thumbs and forefingers on 4 opposite sides of the DVD.



With one hand:

Insert your forefinger into the center hole, while placing your thumb and middle finger on opposite sides of the DVD.



Installation takes about 15 minutes. If you observe a phenomenon not described in this manual after 15 minutes have passed, contact the customer service center listed in this manual.

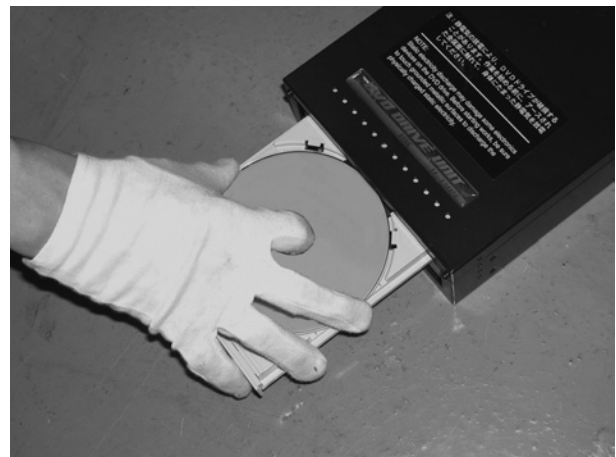
If an OS update is necessary, it will be performed simultaneously with the software update and the system will automatically reboot. The screen will indicate when a reboot is in progress. Performing an OS update and rebooting the system requires additional time.

Prepare the DVD software kit.

- 1 Turn the power switch on the cabinet connected to the DVD DRIVE to ON.
- 2 The RINGWIDE startup image appears on the screen.
- 3 Wait for at least 1 minute. The monitor of the cabinet connected to the DVD DRIVE will display "Please Insert Disc".
- 4 Remove 1 thumbscrew, and then remove DVD DRIVE case lid.



- 5 Press the DVD DRIVE switch. The DVD DRIVE tray comes out. Set the DVD from the DVD software kit into the tray. Always have the DVD label side facing upward.



- 6 Press the DVD DRIVE switch and the tray returns to its original position. Software installs automatically from the DVD to the RINGWIDE. Do not turn off power to the cabinet during the installation.
- 7 When installation is finished, the initialization operation will be performed automatically. When the advertising screen is displayed, the initialization operation is complete.
- 8 Press the DVD DRIVE switch to have the tray come out, and then remove the DVD.
- 9 Press the DVD DRIVE switch to have the tray return. When the power is cut off the tray will not move.

10 Turn off the power switch.

11 Remove the DVD wire and software installation from the DVD DRIVE.

12 Attach DVD DRIVE case lid and fasten it with 1 thumbscrew.

13 Remove the 2 truss screws, unlock the left side front door with the master key, and then take it off.

14 Disconnect the DVD wire and software installation from the RINGWIDE.

15 Refer to Step 2 in 6-5 “PREPARING FOR SOFTWARE INSTALLATION” to attach the hole lid.

16 Attach the left side front door, lock it with the master key, and fasten it in place with 2 truss screws.

17 Turn on the power switch.

18 Store the DVD DRIVE, DVD wire, software installation, and DVD software kit in a location free from dust and cigarette smoke.

6-6 ASSEMBLING CHECK

Use TEST MODE to check whether or not the product has been assembled correctly and whether or not everything is normal with the RINGWIDE.

- 1 Turn on the power switch.
- 2 The fluorescent lamps at the bottom of the billboard and the back of the rear cabinet light up.
- 3 The RINGWIDE startup image appears on the screen.
- 4 The initialization screen appears on the screen. Take proper precautions since the initialization operation will begin.
- 5 When seat initialization is complete, the seat moves to a horizontal position and the Advertise screen appears.
- 6 Press the TEST Button to enter TEST MODE and bring up the SYSTEM TEST MENU screen. (See Chapter 10.)
- 7 **MONITOR TEST screen**
Select "MONITOR TEST" in SYSTEM TEST MODE to bring up the MONITOR TEST screen. The monitor is shipped from the factory pre-adjusted, but you may use the MONITOR TEST screen to determine whether it needs to be re-adjusted. If adjustment is needed, refer to the RINGWIDE service manual for instructions on adjusting the monitor.
- 8 Select "GAME TEST MODE" in SYSTEM TEST MODE to enter GAME TEST MODE. (See 11-1.)
- 9 The initialization screen appears on the screen. Take proper precautions since the initialization operation will begin.
- 10 **INPUT TEST screen**
Select "INPUT TEST" in GAME TEST MODE to bring up the INPUT TEST screen, allowing you to test input devices to verify they are working properly. (See 11-3.)
- 11 **OUTPUT TEST screen**
Select "OUTPUT TEST" in GAME TEST MODE to bring up the OUTPUT TEST screen, allowing you to test output devices such as controllers, lamps, and LEDs to verify they are moving and lighting up properly. (See 11-4.)
- 12 **CONT CALIBRATION screen**
Select "CONT CALIBRATION SETTING" in GAME TEST MODE to bring up the CONTROLLER CALIBRATION screen, allowing you to calibrate controllers. Select "CALIBRATION START" and swing the 1P and 2P controllers all the way up, down, left, and right to calibrate them. (See 11-6.)
- 13 After all checks are finished, be sure to play a game before putting the product into operation to check for gameplay problems and determine whether further adjustments are needed.

7 PRECAUTIONS WHEN MOVING THE MACHINE

WARNING

- When moving the machine, be sure to pull out the plug from the power supply. Moving the machine with the plug still inserted can cause the power cable to be damaged, resulting in a fire and/or electric shock.
- Never disassemble the unit in ways other than those described in this manual. Doing so can cause accidents such as electric shocks, short circuits, and fires.
- When moving the machine on the floor, retract the adjusters, and ensure that the casters make contact with the floor. Pay careful attention so that the casters do not run over power cables and earth wires. Damaging the power cables can cause an electric shock and/or short circuit.
- When lifting each cabinet, be sure to hold the grip portions or bottom part. Lifting the cabinet by holding other portions may damage parts and installation portions due to the empty weight of the cabinet, and may cause personal injury.
- Ensure that casters are not placed on a sloped or otherwise unstable surface where they could move under their own weight.
- When tilting the cabinet to move it across a sloped or stepped area, always use at least two people. Attempting such an operation alone can lead to accident or injury.
- When moving the components separately, take care concerning the direction you push the Front Cabinet in. These elements may fall over, causing damage or an accident.

CAUTION

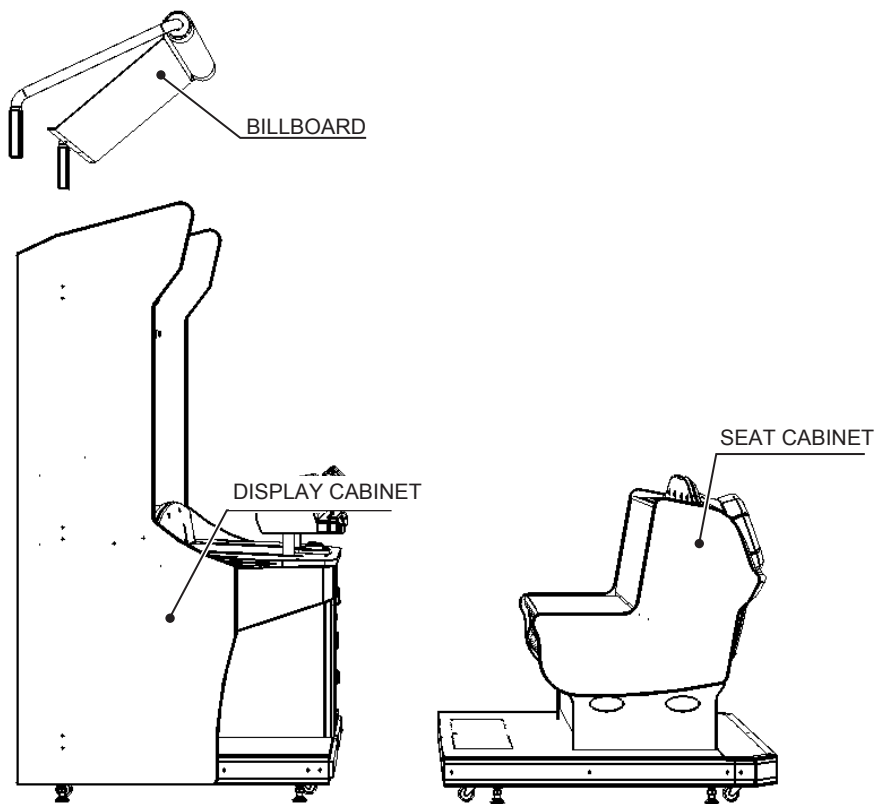
- Do not push on or hold the product by parts made of plastic or glass. Doing so could cause these parts to break, and broken pieces may cause personal injury.
- When moving the cabinet, do not hold or push any parts other than those designated. Careless handling could cause these parts to break, and broken pieces may cause personal injury.

STOP IMPORTANT

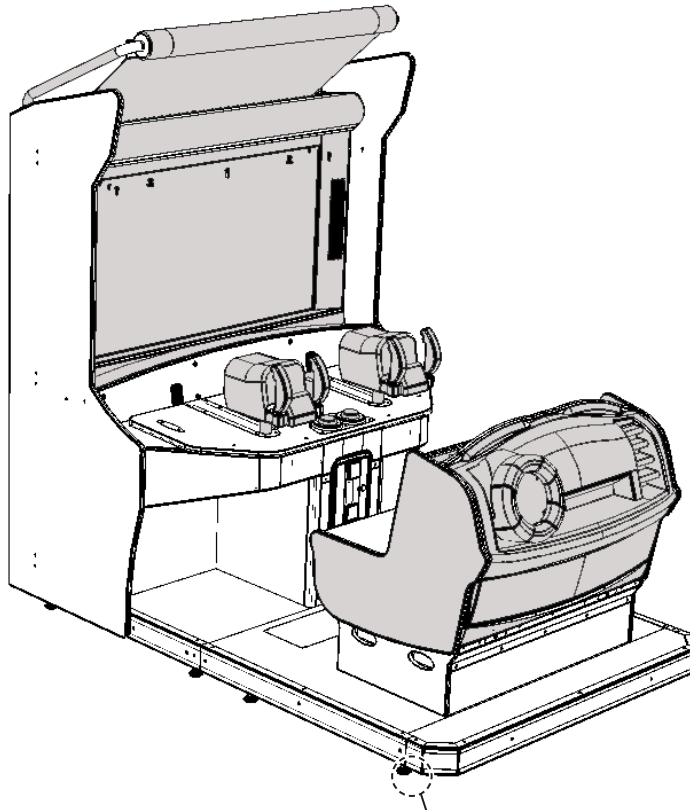
- Movement by casters can damage the floor, depending on the floor material. Have a mat or thin plate available for moving casters. If rugs, for instance, have been laid out, remove them before moving.
- Do not stack parts that have been separated or disassembled indiscriminately. The surface of the parts could be damaged or deformed. Significant deformations can result in improper operation and breakdowns.
- Do not lean separated or disassembled parts against a wall or other surface indiscriminately. The parts could be deformed. Accidents could also occur should the parts fall over.
- Remove the billboard when moving the cabinet through spaces where the overhead clearance is lower than 2.3 m (90.6 in).
- Do not allow ropes to come in contact with the surface of the machine directly or they may scratch it. Put some kind of protective material under the rope where it will touch the machine.

7

When moving it across the floor, detach the seat cabinet, and display cabinet. Refer to Chapter 6 and work in reverse order to perform the detaching work.



Do not push the product holding the shaded areas.



Have caster make contact with the floor.

8 PLAYING THE GAME

8-1 GAME OUTLINE

“Let’s Go ISLAND!” is an action-adventure gun shooting game. Players sit on a moving seat and fire a machine gun at attacking giant enemies in a thrilling, adrenaline-charged gaming experience.

Besides shooting giant creatures with a gun, the game includes a number of other mechanics to keep players’ interest, such as mashing buttons to escape from tight spots. Two players can also team up to enjoy a cooperative game.

8-2 BASIC CONTROLS AND FUNCTIONS

8-2-1 GAME SCREENS



1P/2P SCORE	Each player’s total score.
1P/2P COMBO	Number of consecutive hits each player scores on the enemy.
1P/2P TARGET SIGHT	The target sight controlled by each player. Pulling the trigger fires a shot at this location.
1P/2P LIFE BAR	Each player’s remaining LIFE.
LIFE BOTTLE METER	A meter that fills up according to the players’ skill.
SHOT BONUS	Appears when a player makes a skillful shot.
TARGET (ENEMY)	Enemies advancing toward the players.

8-2-2 BASIC CONTROLS

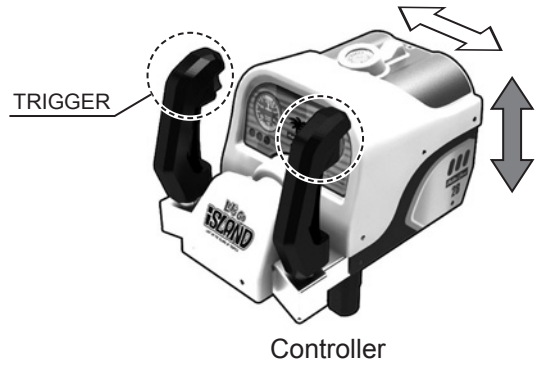


1P (left seat) target sight



2P (right seat) target sight

Targets Sight



Controller

- Moving the controller will move the target sight on the screen.
- Pulling the trigger fires a bullet. (Bullets are fired continuously as long as the trigger is held. You have unlimited ammunition.)

8-2-3 GAME RULES

Once the game starts, the life for the player(s) will be displayed. The 1P side is red and the 2P side is blue.

- Defeat the oncoming enemies.
- Being hit by enemy attacks will reduce your life.
- It is game over when your life reaches zero.



Player Life

ACTION

During the game, a player will have to perform various actions. When an action needs to be performed, the action icon will appear on the screen. The action icon indicates the start of an action. Then follow the onscreen instructions.



Action Icon



Moving the controller



Press the start button.

MARK

Sometimes a mark will appear on a large enemy or something that can be destroyed.



Mark



Green



Yellow



Red

Mark Changes

The mark changes color as time passes.
Shoot at the mark and destroy it within the time limit.

HINTS FOR PLAYING THE GAME

- Making a shot or performing an action that requires more skill than normal (a shot that makes a Shot Bonus appear or an S-Rank action) causes points to build in the Life Bottle Meter in the center of the screen.



Life Bottle Meter

- When the meter reaches a certain number of points, the player receives a set LIFE bonus..
- Destroying certain items within the stage causes items to appear. There are two general types of items, food and coins. Each type of item can be collected by shooting it. Food items restore LIFE, while coin items give score bonuses.



Food Item



Coin Item

9 SWITCH UNIT AND COIN METER

⚠ WARNING

Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.

⚠ CAUTION

When attaching or removing doors be careful that your hand or finger does not get caught in anything.

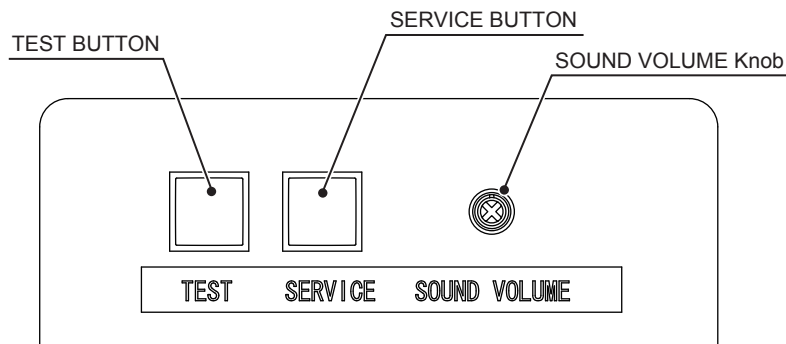
STOP IMPORTANT

- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
- Removing the Coin Meter circuitry renders the game inoperable.
- When you enter the TEST MODE, fractional coin and bonus adder data is erased.

9-1 SWITCH UNIT

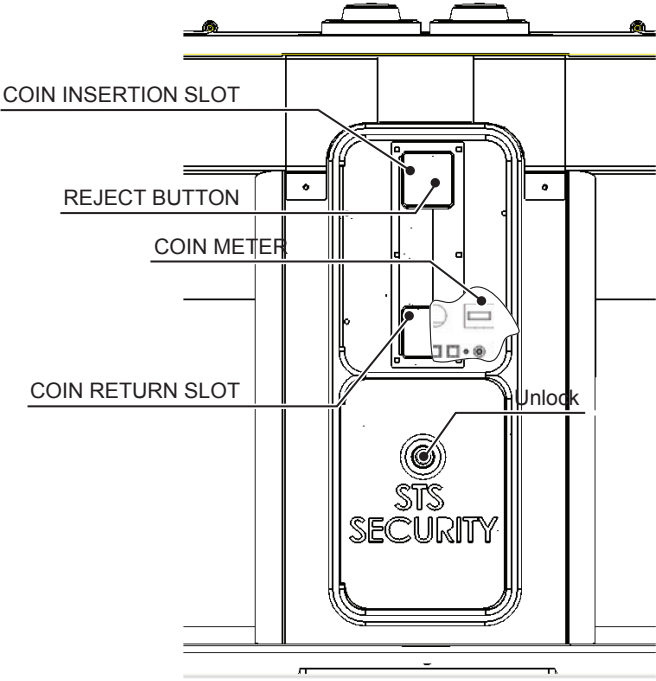
Open the coin chute door, and the switch unit shown will appear.
The function of each button is as listed below.

TEST Button (TEST)	Establishes TEST MODE. Becomes the button to confirm selections in TEST MODE.
SERVICE Button (SERVICE)	Makes it possible to enter credits for service without increasing the coin meter. Becomes the button to select items in TEST MODE.
SOUND VOLUME Knob (SOUND VOLUME)	Adjust the volume of the front cabinet left and right speakers.



9-2 COIN METER

After using a key to unlock the cash door, the coin meter can be found at the bottom of the cash door. The coin meter counts the number of coins inserted into the coin insertion slot.



10 SYSTEM TEST MODE

STOP IMPORTANT

- The details of changes to test mode settings are saved when you exit from TEST MODE by selecting EXIT from the system test mode menu. Be careful because if the power is turned off before that point, changes to the settings will be lost.
- Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

In the SYSTEM TEST MODE, the main activities include checking RINGWIDE information and actions and the setting of coin/credit.

For details, see the RINGWIDE service manual, which is provided with the product.

Press the TEST Button to enter TEST MODE and bring up the SYSTEM TEST MENU screen.

10

Before using the product, enter SYSTEM TEST MODE and check to make sure that “COIN CHUTE TYPE” under “COIN ASSIGNMENTS” is set to “COMMON”; and “SERVICE TYPE” is set to “COMMON NETWORK SETTING”, “DHCP”, and “DISABLE”.

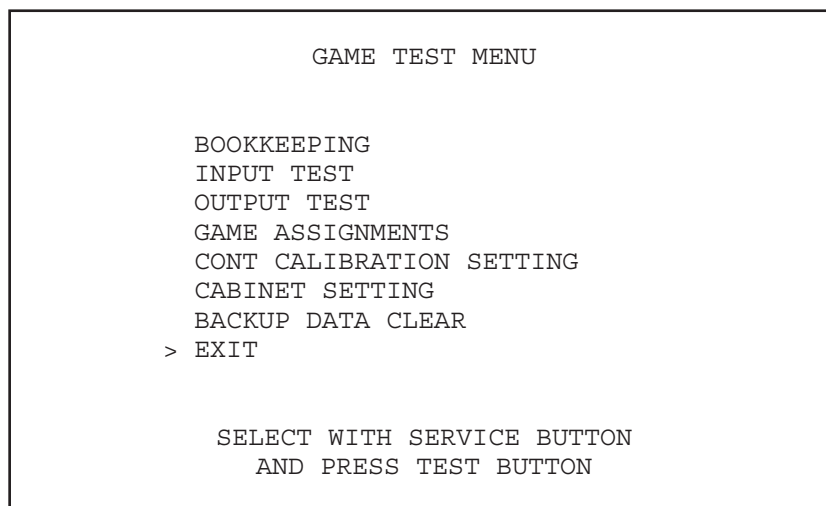
11 GAME TEST MODE

STOP IMPORTANT

- To change settings in the GAME TEST MODE, simply making changes on the setting screen will not be effective. Complete the TEST MODE in normal fashion.
- Do not configure the game in ways not described in this text. It is possible that the game will not function properly.

11-1 GAME TEST MODE

Press the TEST Button to enter TEST MODE and bring up the SYSTEM TEST MENU screen. Press the SERVICE Button to select “GAME TEST MODE”, then press the TEST Button to bring up the GAME TEST MENU screen.



GAME TEST MENU screen

■Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to execute the selected item.
- Select “EXIT” and press the TEST Button to exit GAME TEST MODE and return to the SYSTEM TEST MENU screen.

■Menu Items

BOOKKEEPING	Displays operational data.
INPUT TEST	Tests input devices.
OUTPUT TEST	Tests output devices.
GAME ASSIGNMENTS	Adjusts game settings.
CONT CALIBRATION SETTING	Calibrates controllers.
CABINET SETTING	Adjusts cabinet settings.
BACK UP DATA CLEAR	Erases operational data.

11-2 BOOKKEEPING

View game data.

BOOKKEEPING	1/3
COIN1	*
COIN2	*
TOTAL COINS	*
COIN CREDITS	*
SERVICE CREDITS	*
TOTAL CREDITS	*
PRESS TEST BUTTON TO NEXT	

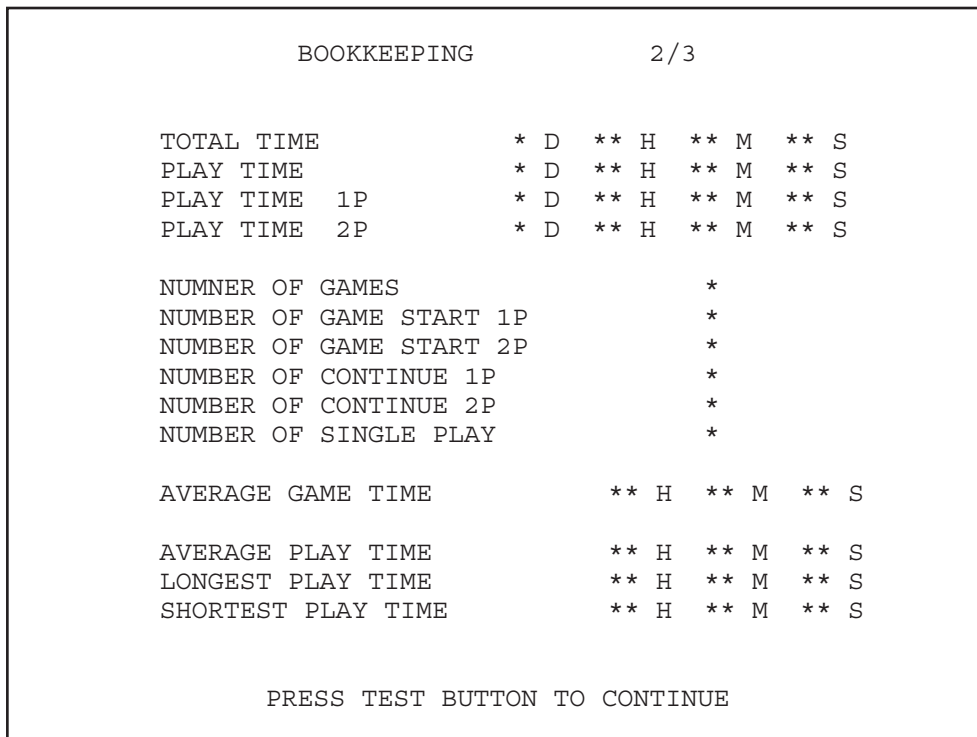
BOOKKEEPING 1/3 screen

■Controls

- Press the TEST Button to display the BOOKKEEPING 2/3 screen.

■Menu Items

COIN 1/COIN 2	Displays the number of coins inserted into each coin insertion slot.
TOTAL COINS	Displays the total number of coins inserted into COIN 1 and COIN 2.
COIN CREDITS	Displays the number of credits given for coins inserted.
SERVICE CREDITS	Displays the number of credits given for pressing the SERVICE Button.
TOTAL CREDITS	Displays the total number of COIN CREDITS/SERVICE CREDITS.



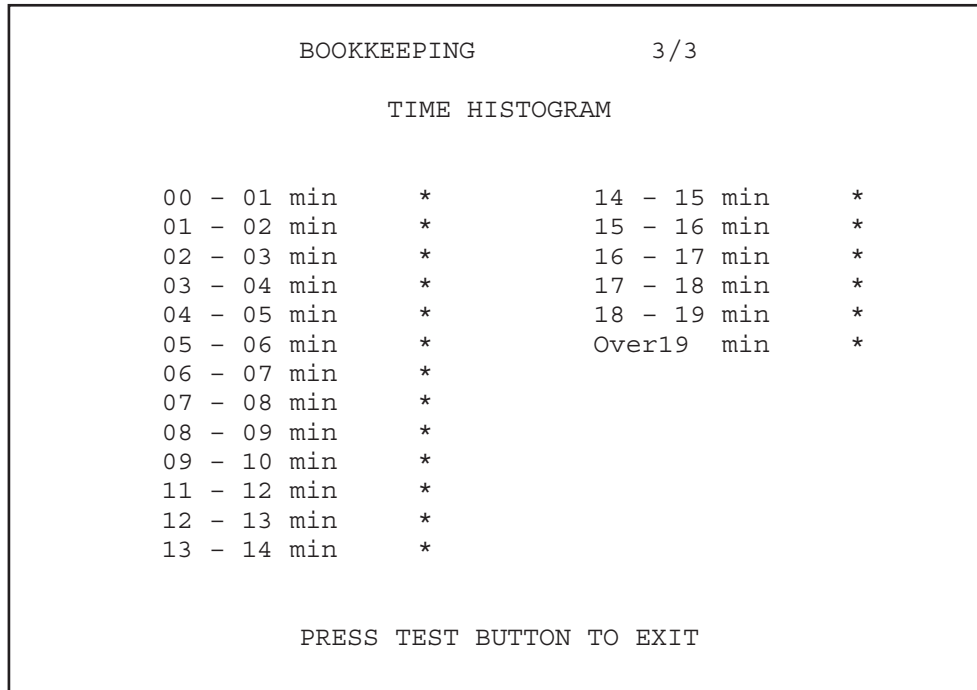
BOOKKEEPING 2/3 screen

■Controls

- Press the TEST Button to display the BOOKKEEPING 3/3 screen.

■Menu Items

TOTAL TIME	The cabinet’s total operating time.
PLAY TIME	The cabinet’s total play time.
PLAY TIME 1P	Total play time for 1P.
PLAY TIME 2P	Total play time for 2P.
NUMBER OF GAMES	Total number of games played for 1P and 2P.
NUMBER OF GAME START 1P	Number of games started for 1P.
NUMBER OF GAME START 2P	Number of games started for 2P.
NUMBER OF CONTINUE 1P	Number of continues for 1P.
NUMBER OF CONTINUE 2P	Number of continues for 2P.
NUMBER OF SINGLE PLAY	Number of games played from start to finish with 1 player.
AVERAGE GAME TIME	Average gameplay time per game.
AVERAGE PLAY TIME	Average play time per game, including time used to display warnings, hints, etc.
LONGEST PLAY TIME	Longest play time recorded for a game, including time used to display warnings, hints, etc.
SHORTEST PLAY TIME	Shortest play time recorded for a game, including time used to display warnings, hints, etc.



BOOKKEEPING 3/3 screen

■ **Controls**

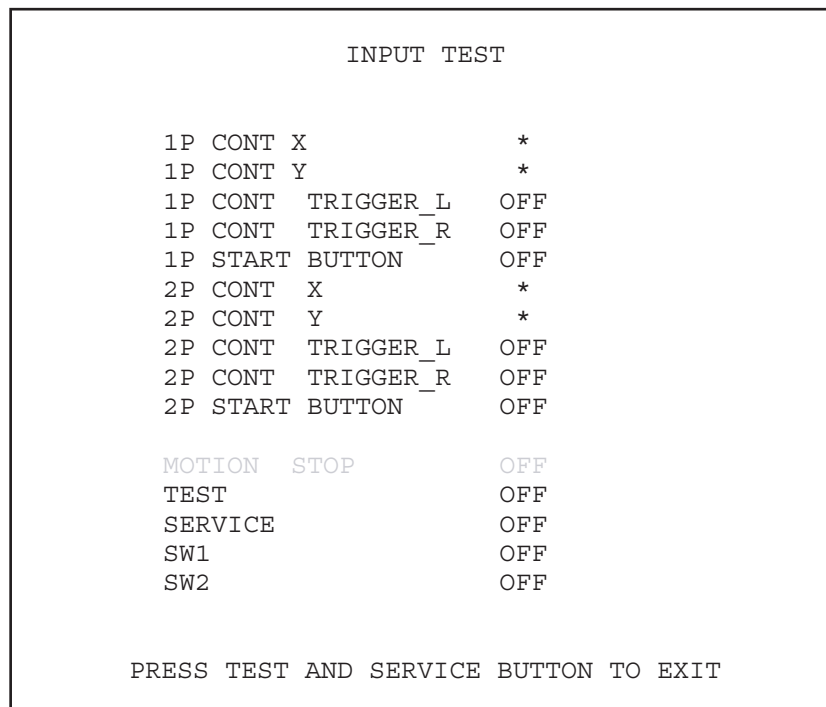
- Press the TEST Button to return to the GAME TEST MENU screen.

■ **Menu Items**

TIME HISTOGRAM	Displays the distribution of play time per game.
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11-3 INPUT TEST

View the status of input devices. Use this screen to perform periodic checks on input devices.



INPUT TEST screen

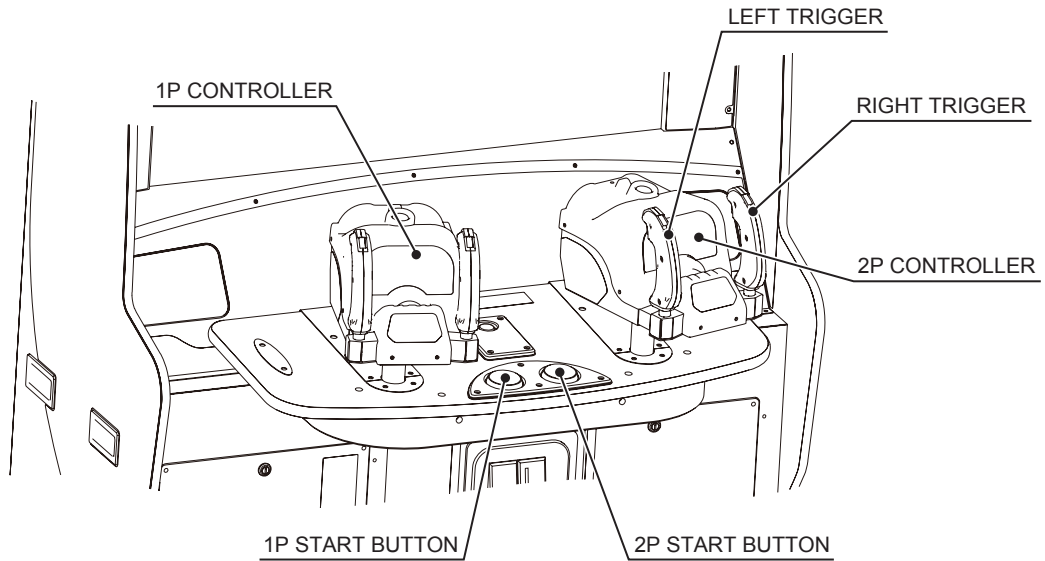
■Controls

- Input devices are working correctly if the corresponding menu item switches from “OFF” to “ON” when the device is operated.
- Press the TEST and SERVICE Buttons simultaneously to return to the GAME TEST MENU screen.

■Menu Items

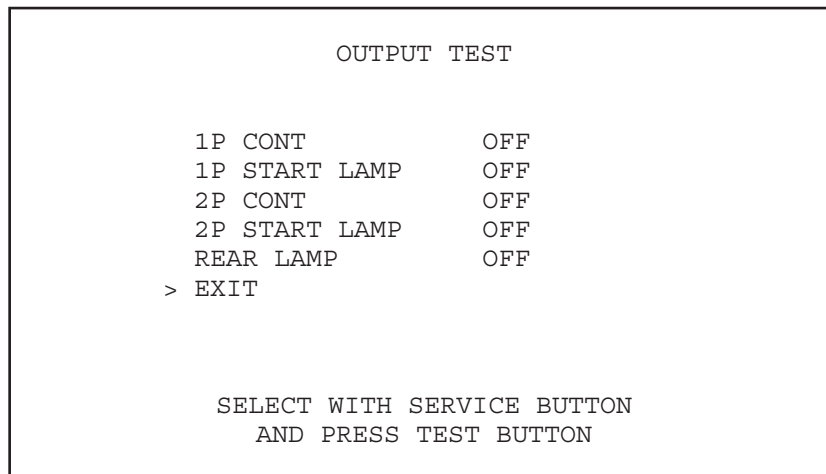
1P CONT X	Normal if the displayed value changes accordingly when the 1P controller is moved left and right. Pointing the controller to the right decreases the value, while pointing it to the left increases the value.
1P CONT Y	Normal if the displayed value changes accordingly when the 1P controller is moved up and down. Pointing the controller down decreases the value, while pointing it up increases the value.
1P CONT TRIGGER_L	Normal if the display changes from “OFF” to “ON” when the left trigger on the 1P controller is pulled.
1P CONT TRIGGER_R	Normal if the display changes from “OFF” to “ON” when the right trigger on the 1P controller is pulled.
1P START BUTTON	Normal if the display changes from “OFF” to “ON” when the 1P START button is pressed.
2P CONT X	Normal if the displayed value changes accordingly when the 2P controller is moved left and right. Pointing the controller to the right decreases the value, while pointing it to the left increases the value.

2P CONT Y	Normal if the displayed value changes accordingly when the 2P controller is moved up and down. Pointing the controller down decreases the value, while pointing it up increases the value.
2P CONT TRIGGER_L	Normal if the display changes from “OFF” to “ON” when the left trigger on the 2P controller is pulled.
2P CONT TRIGGER_R	Normal if the display changes from “OFF” to “ON” when the right trigger on the 2P controller is pulled.
2P START BUTTON	Normal if the display changes from “OFF” to “ON” when the 2P START button is pressed.
MOTION STOP	Normal if the display changes from “OFF” to “ON” when the MOTION STOP button is pressed.
TEST	Normal if the display changes from “OFF” to “ON” when the switch unit TEST Button is pressed.
SERVICE	Normal if the display changes from “OFF” to “ON” when the switch unit SERVICE Button is pressed.
SW1	Normal if the display changes from “OFF” to “ON” when the RINGWIDE TEST Button (SW1) is pressed. (See RINGWIDE service manual.)
SW2	Normal if the display changes from “OFF” to “ON” when the RINGWIDE SERVICE Button (SW2) is pressed. (See RINGWIDE service manual.)



11-4 OUTPUT TEST

View the status of output devices. Use this screen to perform periodic checks on output devices.



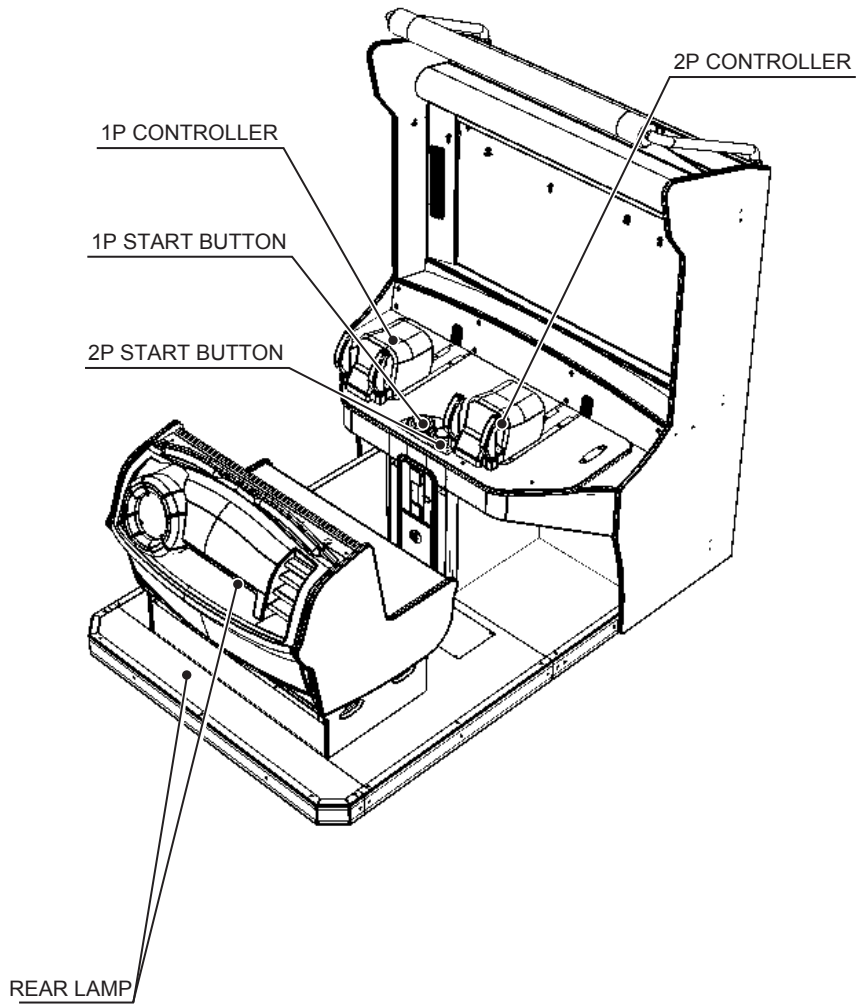
OUTPUT TEST screen

■Controls

- Press the SERVICE Button to select menu items.
- Press the TEST Button to turn the selected item from “OFF” to “ON”. The corresponding output device should activate or light up. Press the TEST Button a second time when the item is “ON” to turn it to “OFF” and deactivate or darken the device.
- Select “EXIT” and press the TEST Button to return to the GAME TEST MENU screen.

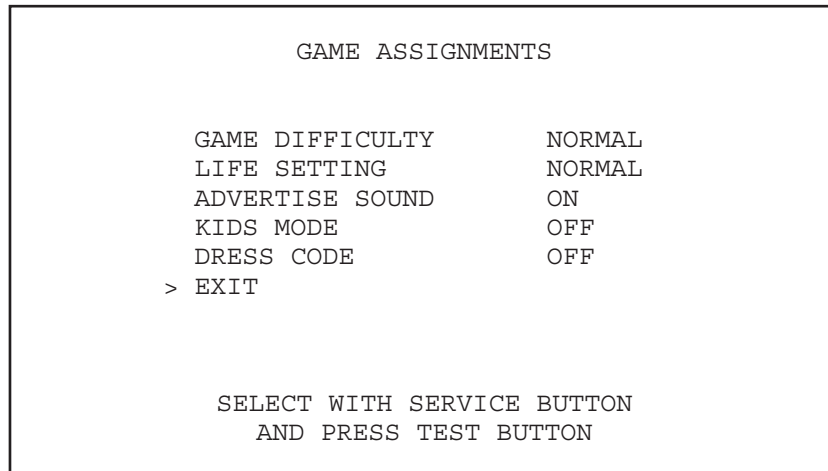
■Menu Items

1P CONT	Performs an operational check on the 1P (left seat) controller.	
	OFF	Controller motor is inactive.
	KNOCK	1P controller motor is active and repeats a knocking motion.
	MOTOR	1P controller motor is turned on and running.
1P START LAMP	Normal if the 1P START button lights up when “ON” and goes dark when “OFF”.	
2P CONT	Performs an operational check on the 2P (right seat) controller.	
	OFF	Controller motor is inactive.
	KNOCK	2P controller motor is active and repeats a knocking motion.
	MOTOR	2P controller motor is turned on and running.
2P START LAMP	Normal if the 2P START button lights up when “ON” and goes dark when “OFF”.	
REAR LAMP	Normal if the lamps on the back of the seat and in the shark’s mouth cycle through colors as shown below when the switch unit TEST Button is pressed. OFF → BLUE → RED → MAGENTA → GREEN → CYAN → YELLOW → WHITE	



11-5 GAME ASSIGNMENTS

Configure the game settings.



GAME ASSIGNMENTS screen

■Controls

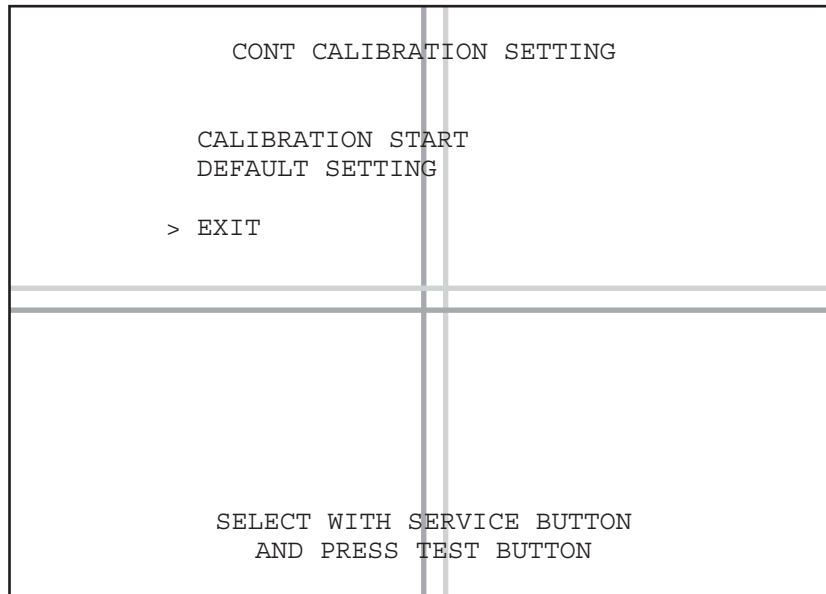
- Press the SERVICE Button to select menu items.
- Press the TEST Button to change the value of the selected item.
- Select “EXIT” and press the TEST Button to return to the GAME TEST MENU screen

■Menu Items

GAME DIFFICULTY	Sets the game’s difficulty. (Default: NORMAL) There are 5 levels, ranging from “VERY EASY” to “VERY HARD”.	
LIFE SETTING	Sets the player’s initial LIFE. (Default: NORMAL) There are 5 levels, ranging from “VERY EASY” (high LIFE) to “VERY HARD” (low LIFE). <i>NOTE: This is an internal setting; the amount of LIFE shown onscreen at the start of the game is the same in all settings.</i>	
ADVERTISE SOUND	Turns sound ON/OFF in Advertise Mode. (Default: ON)	
	ON	Sound plays during Advertise Mode.
	OFF	Sound does not play during Advertise Mode.
KIDS MODE	Sets whether weapons are displayed in the game. (Default: OFF)	
	ON	Weapons are not displayed in the game or are replaced with other objects.
	OFF	Weapons are displayed in the game.
DRESS CODE	Sets the type of clothing worn by female characters in the game. (Default: OFF)	
	ON	Female characters always wear wet suits, limiting the amount of skin they expose.
	OFF	Female characters wear more casual, tourist-type clothing.

11-6 CONT CALIBRATION SETTING

Calibrate the 1P and 2P controllers.



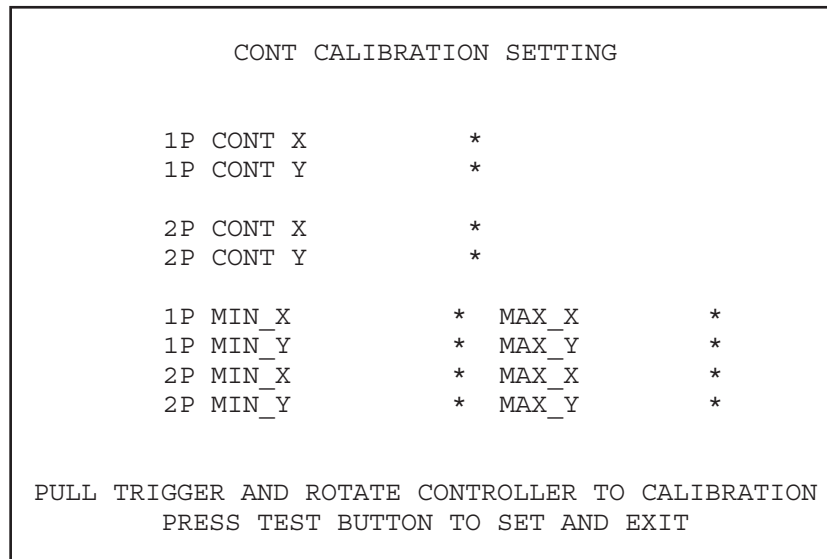
CONT CALIBRATION SETTING screen

■ Controls

- Press the SERVICE Button to select menu items.
- Press the TEST Button to execute the selected item.
- Select "EXIT" and press the TEST Button to return to the GAME TEST MENU screen.

■ Menu Items

CALIBRATION START	<p>Proceeds to CONT CALIBRATION SETTING screen 2.</p> <p><i>NOTE: After calibration, red and blue lines appear onscreen in addition to the text.</i></p> <ul style="list-style-type: none"> - The red lines represent the target position for the 1P controller under current settings. - The blue lines represent the target position for the 2P controller under current settings.
DEFAULT SETTING	<p>Resets controllers to default settings.</p> <p>When default settings have been restored, the screen displays "COMPLETED".</p> <p><i>NOTE: When operating cabinets, be sure to calibrate each cabinet using the calibration screen. Do not use default settings.</i></p>



CONT CALIBRATION SETTING screen 2

■Controls

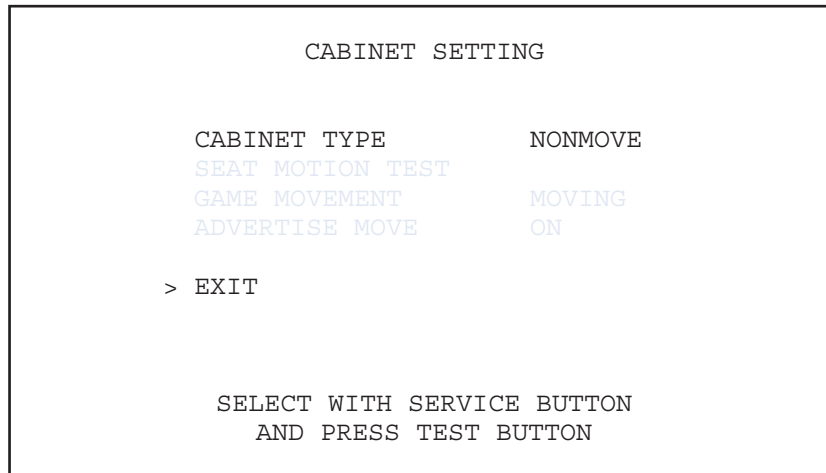
- Pull the triggers on the 1P and 2P controllers and slowly move the controllers all the way up, down, left, and right. Repeat this several times and the calibration values automatically set themselves. Only the numeric values change during calibration.
(Calibration will not occur if the controllers are moved without pulling the triggers.)
- Press the TEST Button to return to the CONT CALIBRATION SETTING screen.

■Menu Items

1P CONT X	Current X-axis value for the 1P controller
1P CONT Y	Current Y-axis value for the 1P controller
2P CONT X	Current X-axis value for the 2P controller
2P CONT Y	Current Y-axis value for the 2P controller
1P MIN_X MAX_X	Current maximum/minimum X-axis values for the 1P controller
1P MIN_Y MAX_Y	Current maximum/minimum Y-axis values for the 1P controller
2P MIN_X MAX_X	Current maximum/minimum X-axis values for the 2P controller
2P MIN_Y MAX_Y	Current maximum/minimum Y-axis values for the 2P controller

11-7 CABINET SETTING

View and adjust cabinet settings.



CABINET SETTING screen

■ Controls

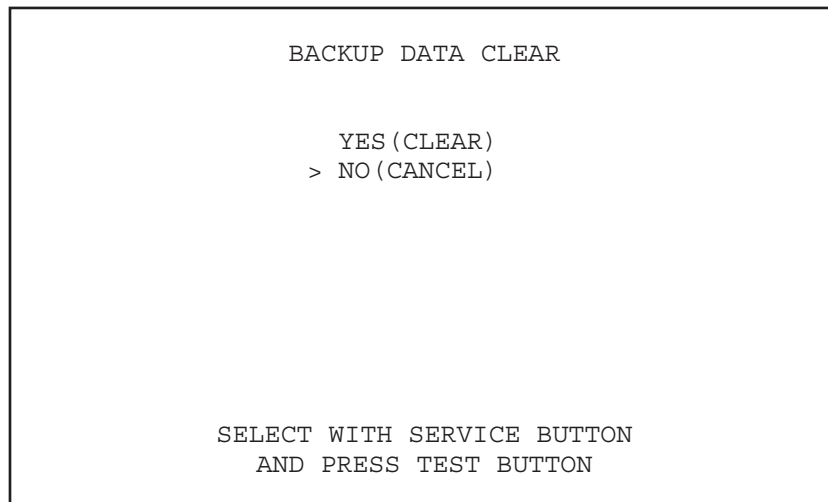
- Press the SERVICE Button to select menu items.
- Press the TEST Button to change the value of the selected item.
- Select "EXIT" and press the TEST Button to return to the GAME TEST MENU screen.

■ Menu Items

CABINET TYPE	Displays the current cabinet type. Normally, "NONMOVE" is displayed as DEFAULT. Products built outside of ASIA do not have the MOVING SEAT.	
SEAT MOTION TEST	Tests the seat's motion capabilities. Press the TEST Button to move to the SEAT MOTION TEST screen. <i>NOTE: "SEAT MOTION TEST" is not displayed on cabinets with non-moving seats.</i>	
	GAME MOVEMENT	Turns seat movement during the game on/off (mostly flat, no movement). (Default: MOVING) <i>NOTE: "SEAT MOTION TEST" is not displayed on cabinets with non-moving seats.</i>
	MOVING	Seat moves during the game.
	REST	Seat remains mostly flat and does not move during the game.
	ADVERTISE MOVE	Turns seat movement during Advertise Mode ON/OFF (mostly flat, no movement). (Default: ON) <i>NOTE: "SEAT MOTION TEST" is not displayed on cabinets with non-moving seats. If GAME MOVEMENT is set to REST, the seat will be set to be non-moving regardless of whether this item is ON or OFF.</i>
	ON	Seat moves during Advertise Mode.
	OFF	Seat remains mostly flat and does not move during Advertise Mode.

11-8 BACKUP DATA CLEAR

Clear backup data (the operational data contained in BOOKKEEPING).



BACKUP DATA CLEAR screen

■Controls

- Press the SERVICE Button to select menu items.
- Press the TEST Button to execute the selected item.

■Menu Items

YES (CLEAR)	Clear backup data. Clearing backup data will erase all data contained in BOOKKEEPING. Once backup data is cleared, the screen displays “COMPLETED . Press the TEST Button on this screen to return to the GAME TEST MENU screen.
NO (CANCEL)	Return to the GAME TEST MENU screen.

12 LCD**12-1 CAUTIONS REGARDING SAFE HANDLING OF LCD** **WARNING****Responding to breakdown or abnormality**

- If you notice smoke or an odd smell, immediately unplug the power cable from the power plug. Continuing to use the product may cause a fire or an electric shock. After making sure the smoke has stopped, contact the point of purchase.
- If nothing displays on the screen, immediately unplug the power cable from the power plug. Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.
- If water or foreign objects get inside the monitor, immediately unplug the power cable from the power plug. Continuing to use the product may cause a fire or electric shock. Contact the point of purchase and request an inspection.
- If the monitor is dropped or the cabinet is damaged, immediately unplug the power cable from the power plug. Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

During operation

- Do not attempt to repair, remodel, or disassemble the monitor. The monitor contains high-voltage parts and attempting the above actions may cause a fire or electric shock. Contact the point of purchase to request inspection, adjustment, or repair.
- Do not allow foreign objects to get inside the monitor. If metal or paper objects enter the monitor through the air vents, they may cause a fire, electric shock, or a short circuit.

 **CAUTION**

- Do not tap or strike the surface of the LCD screen, as doing so may break the glass and cause injury. If the glass breaks and the liquid crystal leaks out, do not touch the liquid. The liquid can cause damage if it comes into contact with eyes or skin. Should the liquid crystal come into contact with eyes or skin, wash the affected area thoroughly with clean water and immediately consult a physician. If the liquid crystal comes into contact with clothing, immediately wash it off with clean water. If it comes into contact with any equipment other than this product, wipe it off without touching it directly.
- Make sure to perform appropriate adjustments. Do not operate the product when the screen is flickering, distorted, or experiencing other abnormalities. Images from an improperly adjusted screen could cause players and other customers to experience dizziness, headaches, and other ailments.

12-2 CLEANING THE LCD

STOP IMPORTANT

- Remove smears by using a dry, soft cloth (flannels, etc.). Do not use a coarse gauze, etc.
- For smear removing solvent, alcohol (ethanol) is recommended. When using chemical detergent, be sure to follow instructions below:
 - Dilute chemical detergent with water and dip a soft cloth in and then thoroughly wring it to wipe smears off.
 - Do not use a chemical detergent containing an abradant, powder or bleaching agent.
 - Do not use alkaline chemical detergents such as “glass cleaner” available on the market or solvents such as thinner, etc.
- Do not rub or scratch the CRT face with hard items such as brushes, scrub brush, etc.

Clean the LCD screen once a week.

12-3 ADJUSTING THE LCD

WARNING

This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock.

IMPORTANT

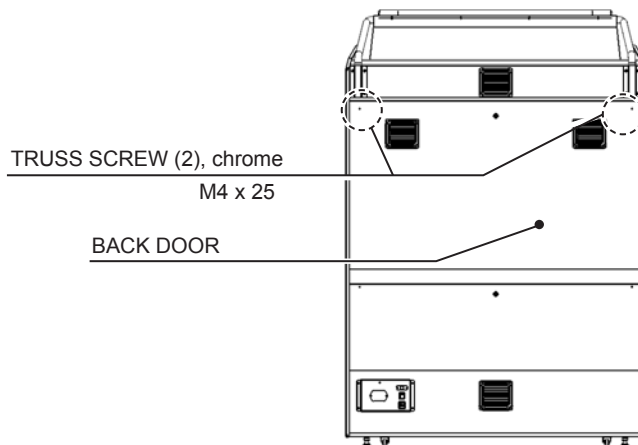
All adjustment values are set accurately at the time of shipping from the factory. Do not readjust these values needlessly or apply adjustments not specified in this manual. The display may not appear properly if the values are incorrect.

REMOVING THE LCD MONITOR ADJUSTMENT BOARD

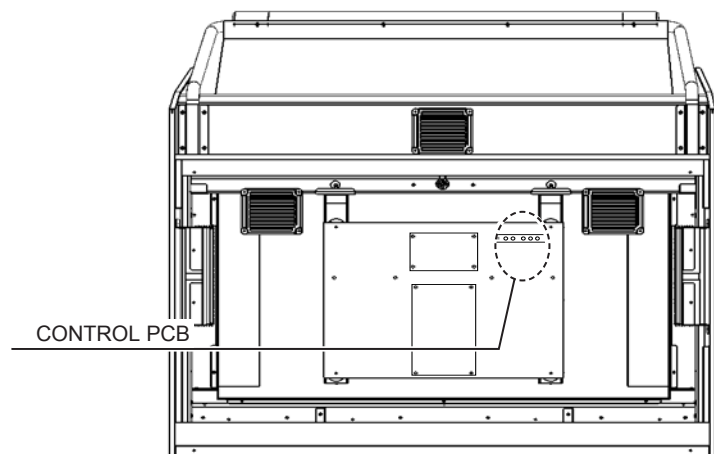
12

1 Turn off the power switch.

2 Remove the 2 truss screws and unlock the lock to take off the back door. Make sure to support the back door so that it does not fall down.

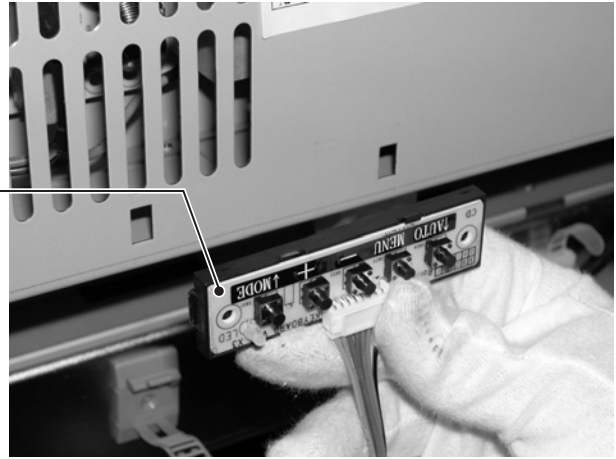


3 Locate the LCD Control PCB.



- 4 Remove the tabs on either side of the LCD monitor adjustment board and take the board off.

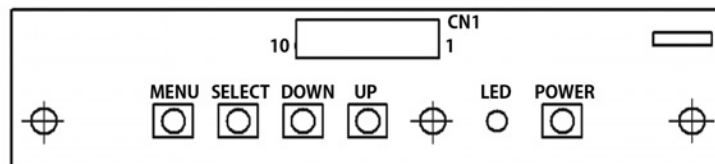
LCD MONITOR ADJUSTMENT BOARD



- 5 Using the LCD monitor adjustment board taken off in Step 4, adjust the monitor using the screen as a visual guide.



DESCRIPTION OF FUNCTIONS



MENU: Turn the Picture Menu display ON and OFF.

SELECT: Gains entry to the Item selected in the menu. (Highlights in Yellow when selected)
Exits the Item adjustment. Any changes made during this operation are actioned.

DOWN: Moves the cursor (Black Bar) down to select a menu item.
Decrease the value of, or change, a selected menu item.

UP: Move the cursor (Black Bar) up to select a menu item.
Increase the value of, or change, a selected menu item.

LED: LED illuminates green: Monitor is operating.
LED flashes red: Power is off.

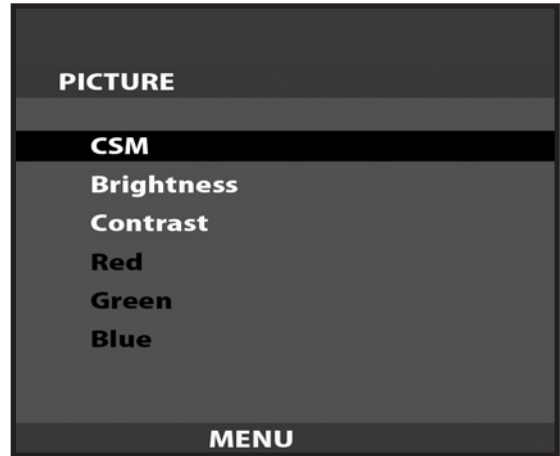
POWER: Turns the LCD Display ON and OFF. (Usually, it's not necessary to operate.)

THE MENU

Be careful not to enter the wrong input by mistake, as doing so may alter display settings and cause the screen to stop displaying properly.

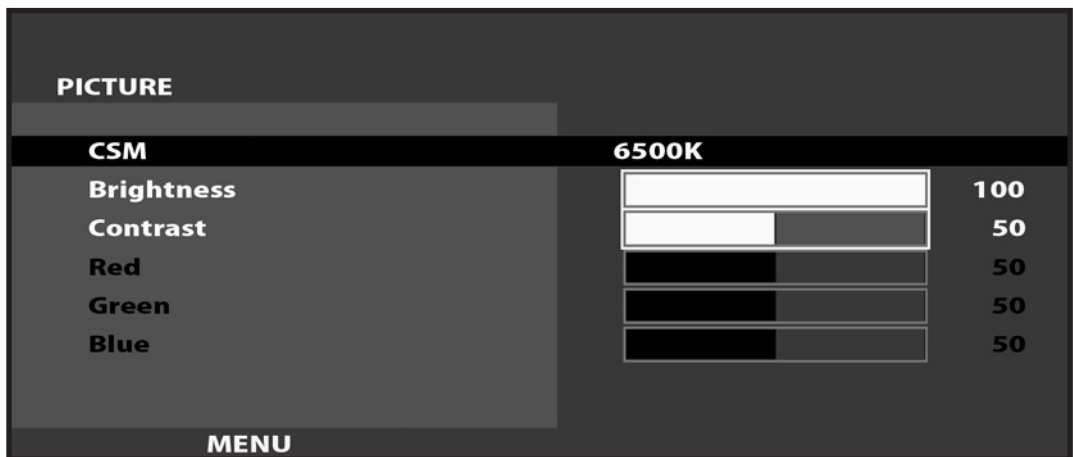
On-Screen Display (OSD)

Press the MENU Button while the OSD is not displayed to bring up the Picture Menu.
 On the Picture Menu, it is possible to perform various screen adjustments.



Use the UP and DOWN Buttons to move the 'Black Bar' to the item you want to adjust.
 After selecting the desired item, pressing the SELECT Button will extend the MENU Screen and allow adjustments to be changed.

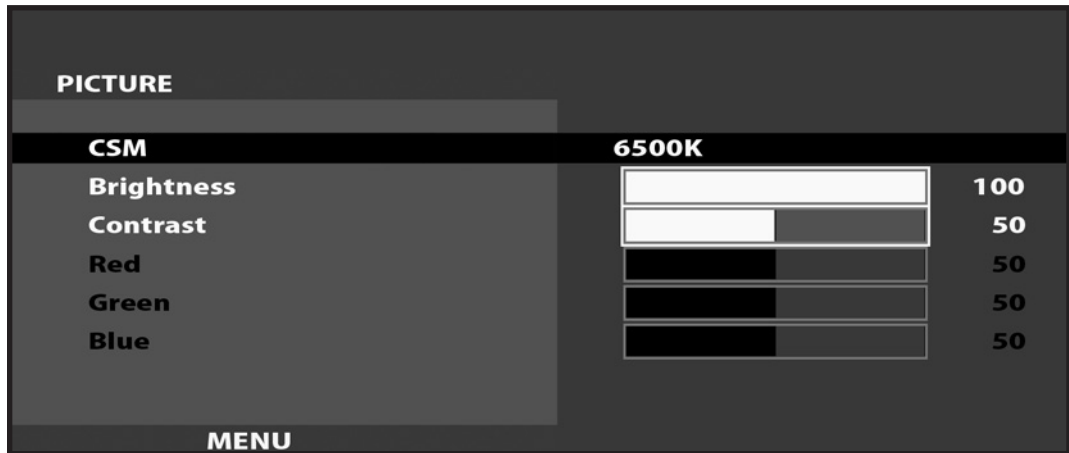
Within each item, press the SELECT Button to exit the adjustment screen. The adjustment values at this time will be saved simultaneously.



The current options are set at :

- CSM - 6500K
- Brightness - 100
- Contrast - 50

On-Screen Display (OSD) <continued>



Available Settings

CSM (Selects Operation Mode)
 Selection available - 6500K - 9300K - USER

BRIGHTNESS (Adjust Brightness)
 Adjust screen Brightness. - Values: 0 - 100
 (0" being the darkest setting, and "100" being the brightest)

CONTRAST (Adjust Contrast)
 Adjust Contrast level. - Values: 0 - 100
 (0" having the least amount of difference between light and dark, and "100" having the most)

NOTE : The Red, Green, and Blue adjustments are unavailable in the Mode of Operation selected on the Screen shown in 11-3 Fig. 06. These adjustments can only be made is the CSM option is set to 'User'.

13 CONTROLLER

WARNING

- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock.
- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Exercise due caution in performing soldering procedures. If soldering iron is handled carelessly, there could be fires or burns.
- Proceed very carefully when heating thermal contraction tube. Careless operations can result in fires or burns.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.
- Stand back from the cabinet when restoring power after maintenance has been completed. The seat will automatically undergo initialization operation when power is restored. Failure to move away from the product could result in an accident such as a collision or fall.

13

CAUTION

- When fastening plastic parts, be careful not to tighten screws and nuts excessively. Otherwise parts may be damaged, resulting in injuries from fragments, etc.
- Be careful not to get hand or finger caught when removing or attaching the parts.
- Handle parts inside the Controller very carefully. Be especially careful to avoid damage, deformation or loss of these parts. If any one of these parts is lost or defective, it can result in damages and/or faulty operations.

IMPORTANT

Be sure to perform volume's move value setting in the CONT CALIBRATION SETTING screen in the GAME TEST MODE after replacing or adjusting the Volume. (See 11-6.)

13-1 TOP VOLUME

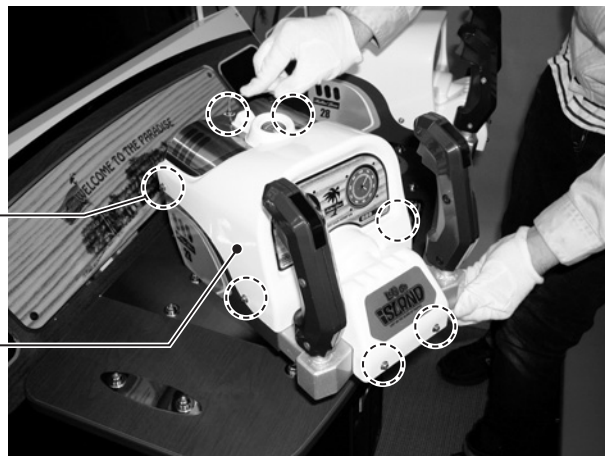
13-1-1 TOP VOLUME ADJUSTMENT

1 Turn off the power switch.

2 Using an Allen wrench with 2.5 mm measuring distance, remove the 7 hexagonal socket bolts and take off the controller cover.

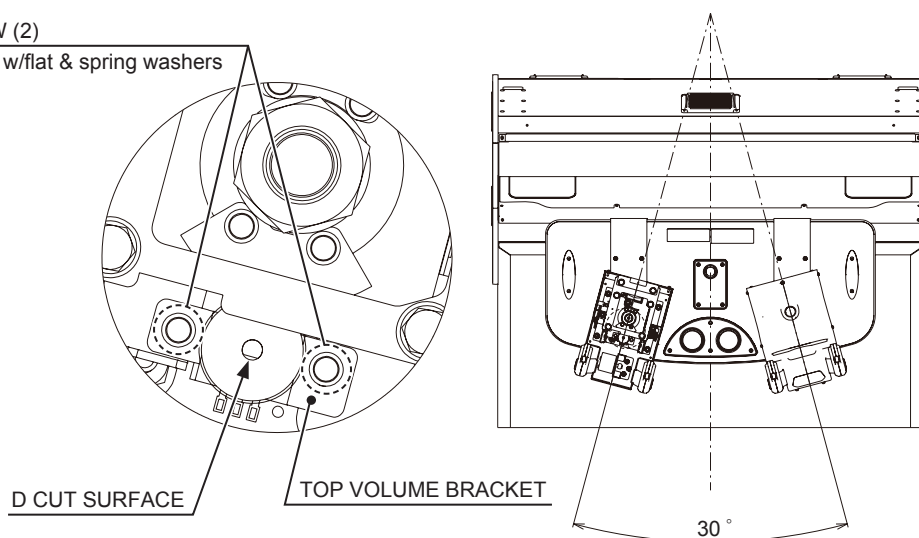
HEXAGONAL SOCKET BOLT (7), chrome
M4 x 10, flat & spring washers used

CONTROLLER COVER



3 Loosen the 2 screws and move the top volume bracket to adjust the gear mesh angle and seating. Ensure that the D cut surface of the volume rotation axis is as shown in the below right figure when the controllers are positioned as shown in the figure.

SCREW (2)
M4 x 8, w/flat & spring washers



4 After adjusting, tighten the 2 screws.

5 Operate the controller and check to make sure the gears rotate smoothly.

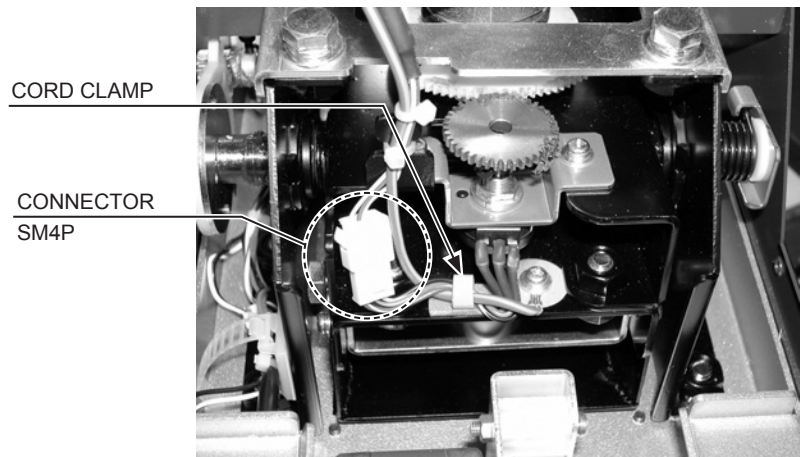
6 Refer to Step 2 to attach the controller cover.

7 Turn on the power and be careful not to touch the motorcycle mechanism when doing so. The seat initialization operation will be performed automatically after the power is turned on.

8 Set the volume value on the "CONT CALIBRATION SETTING" in GAME TEST MODE. The recommended top volume setting when the controllers are as shown in the above figure is "80H ± 8H". Check to make sure the value decreases when the controllers are pointed at the right side of the screen (hand on the left side) and increases when the controllers are pointed at the left side of the screen (hand on the right side). (See 11-6.)

13-1-2 TOP VOLUME REPLACEMENT

- 1 Turn off the power switch.
- 2 Refer to Step 2 of 13-1-1 "TOP VOLUME ADJUSTMENT" and take off the controller cover.
- 3 Undo the cord clamp and disconnect the connector. Be careful not to damage the wires when doing so.



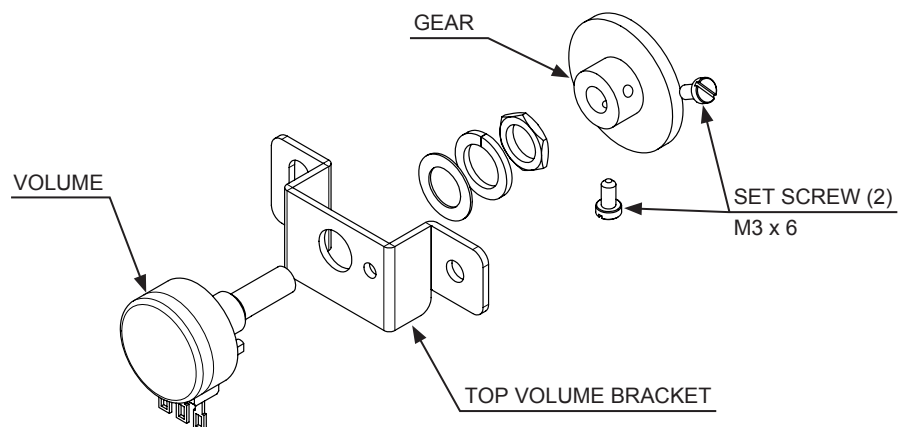
- 4 Remove the 2 screws and take off the top volume.

SCREW (2)
M4 x 8, w/flat & spring washers

TOP VOLUME



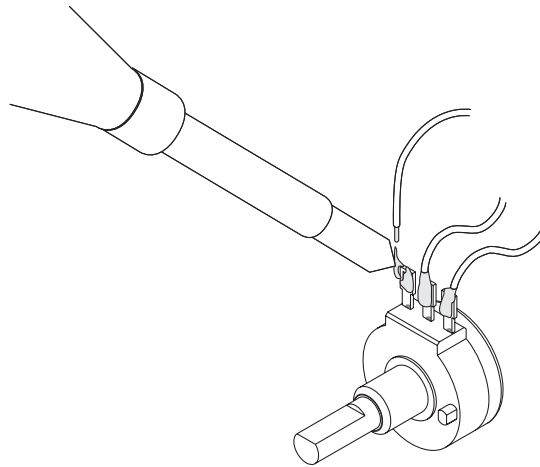
- 5 Remove the 2 setscrews and pull the gear off the volume shaft.



- 6 Remove the nut holding the top volume bracket in place and take the volume off the top volume bracket.

7 The wires connected to the volume will proceed to be used. Use a tool such as nippers or a cutter to remove the old heat-shrinkable tubes from the places where the wires are connected.

8 Use a soldering iron to melt the solder and separate the wires from the old volume. Be very careful when using the soldering iron.



9 If the exposed conductive wire at the end is less than 5 mm, use a tool such as a wire stripper or cutter to cut the coating back.

10 Pass the wires through the 3 heat-shrinkable tubes.

11 Solder the wires to the terminals on the new volume. Check the wiring diagram and be careful not to mix up the wires.

12 Cover the soldered parts with the heat-shrinkable tubes and apply heat with an industrial dryer until the heat-shrinkable tubes tightly cover the soldered parts.

13 Refer to Steps 2 to 6 and work in reverse order to attach the top volume and controller cover.

14 Refer to 13-1-1 "TOP VOLUME ADJUSTMENT" and adjust the top volume.

13-1-3 TOP VOLUME GREASING

STOP IMPORTANT

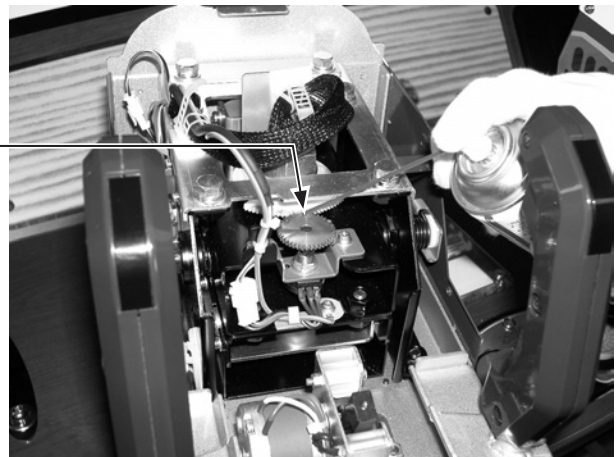
- **Be sure to use the designated grease. Using undesignated grease can cause parts damage.**
- **Do not apply grease to locations other than as specified. Doing so may create a risk of operational problems and deterioration of parts.**
- **The designated periods for greasing serve only as a guide. Whenever there are squeaks or other anomalies, apply grease at designated locations.**

Grease the parts listed below once every 3 months.
Use GREASE MATE (PART No. 090-0066) as spray grease.

1 Refer to Steps 1 and 2 of 13-1-1 “TOP VOLUME ADJUSTMENT” and take off the controller cover.

2 Grease the gear interface as shown in the figure.

APPLY GREASE

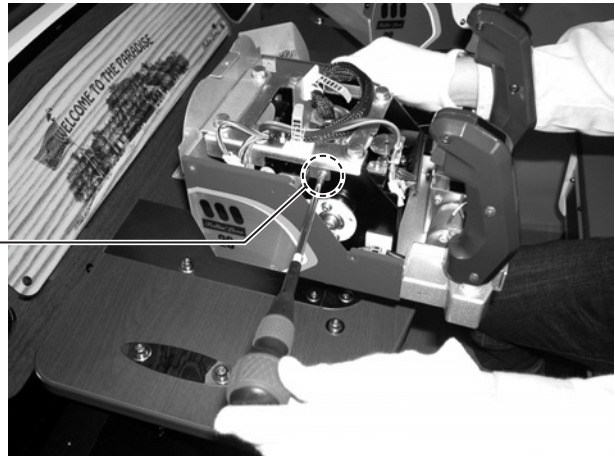


13-2 SIDE VOLUME

13-2-1 SIDE VOLUME ADJUSTMENT

- 1 Turn off the power switch.
- 2 Refer to Step 2 of 13-1-1 "TOP VOLUME ADJUSTMENT" and take off the controller cover.
- 3 Remove the screw.

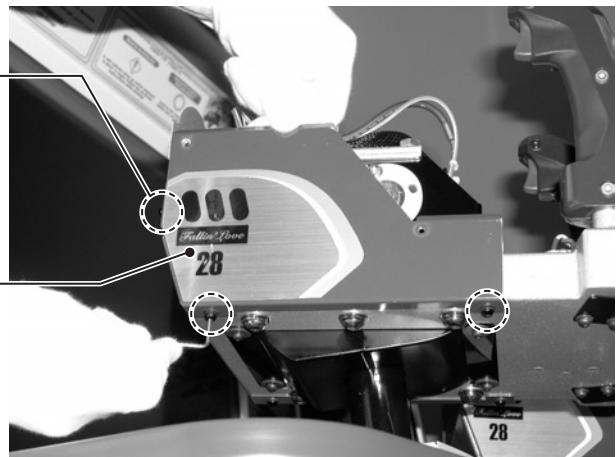
SCREW (1)
M4 x 8, w/flat & spring washers



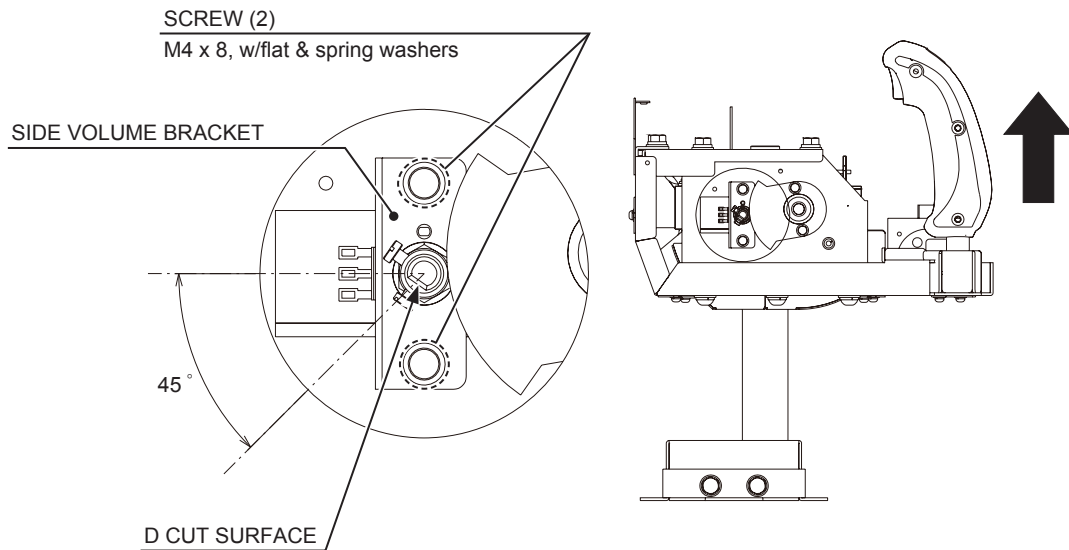
- 4 Using an Allen wrench with 2.5 mm measuring distance, remove the 3 hexagonal socket bolts and take off the cover lid on the left side.

HEXAGONAL BOLT (3), black
M4 x 8, flat & spring washers used

COVER LID



- 5 Loosen the 2 screws and move the side volume bracket to adjust the gear mesh angle and seating. Ensure the D cut surface of the volume control axis is as shown in the figure when the controller handles are raised and horizontally oriented.



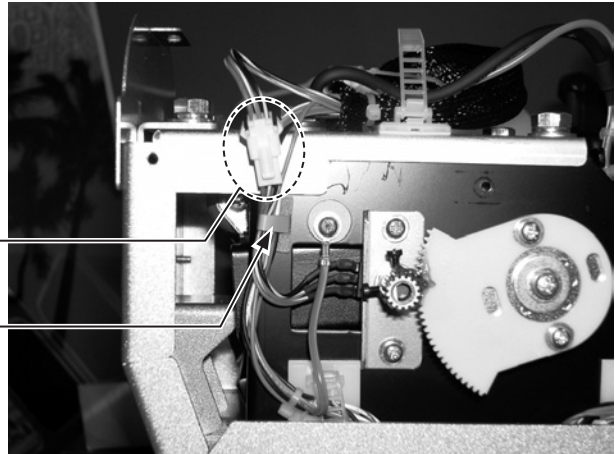
- 6 After adjusting, tighten the 2 screws.
- 7 Operate the controller and check to make sure the gears rotate smoothly.
- 8 Refer to Step 2 of 13-1-1 “TOP VOLUME ADJUSTMENT” and attach the controller cover.
- 9 Turn on the power and be careful not to touch the seat when doing so. The seat initialization operation will be performed automatically after the power is turned on.
- 10 Set the volume value on the “CONT CALIBRATION SETTING” in GAME TEST MODE. The recommended side volume setting when the controllers are horizontally oriented is “50H ± 8H”. Check to make sure the value decreases when the controllers are pointed at the bottom of the screen (hand on the top) and increases when the controllers are pointed at the top (hand on the bottom). (See 11-6.)

13-2-2 SIDE VOLUME REPLACEMENT

- 1 Turn off the power switch
- 2 Refer to Step 2 of 13-1-1 "TOP VOLUME ADJUSTMENT" and take off the controller cover.
- 3 Refer to Steps 3 and 4 of 13-2-1 "SIDE VOLUME ADJUSTMENT" and take off the cover lid.
- 4 Undo the cord clamp and disconnect the connector. Be careful not to damage the wires when doing so.

CONNECTOR
SM3P

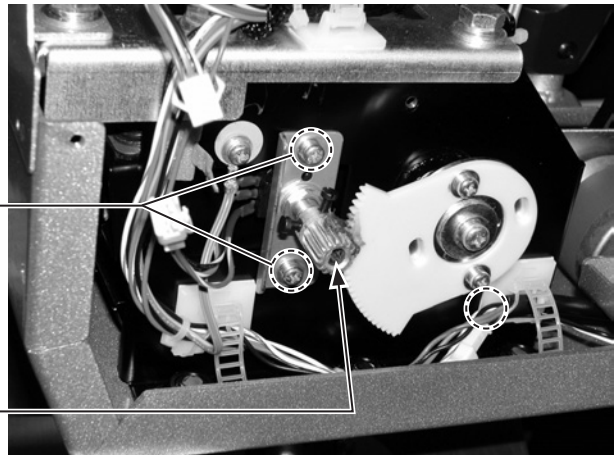
CORD CLAMP



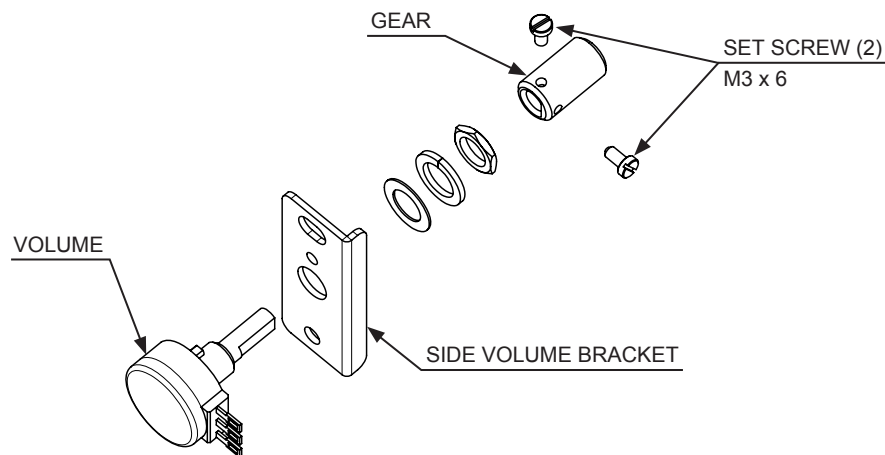
- 5 Remove the 2 screws and take off the side volume.

SCREW (2)
M4 x 8, w/flat & spring washers

SIDE VOLUME



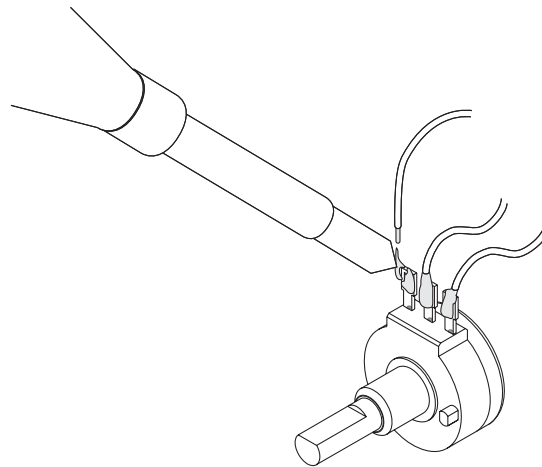
- 6 Remove the 2 setscrews and pull the gear off the volume shaft.



- 7 Remove the nut holding the side volume bracket in place and take the volume off the side volume bracket.

- 8 The wires connected to the volume will proceed to be used. Use a tool such as nippers or a cutter to remove the old heat-shrinkable tubes from the places where the wires are connected.

- 9 Use a soldering iron to melt the solder and separate the wires from the old volume. Be very careful when using the soldering iron.



- 10 If the exposed conductive wire at the end is less than 5 mm, use a tool such as a wire stripper or cutter to cut the coating back.

- 11 Pass the wires through the 3 heat-shrinkable tubes.

- 12 Solder the wires to the terminals on the new volume. Check the wiring diagram and be careful not to mix up the wires.

- 13 Cover the soldered parts with the heat-shrinkable tubes and apply heat with an industrial dryer until the heat-shrinkable tubes tightly cover the soldered parts.

- 14 Refer to Steps 2 to 7 and work in reverse order to attach the side volume, cover lid, and controller cover.

- 15 Refer to 13-2-1 "SIDE VOLUME ADJUSTMENT" and adjust the side volume.

13-2-3 SIDE VOLUME GREASING

STOP IMPORTANT

- **Be sure to use the designated grease. Using undesignated grease can cause parts damage.**
- **Do not apply grease to locations other than as specified. Doing so may create a risk of operational problems and deterioration of parts.**
- **The designated periods for greasing serve only as a guide. Whenever there are squeaks or other anomalies, apply grease at designated locations**

Grease the parts listed below once every 3 months.
Use GREASE MATE (PART No. 090-0066) as spray grease.

1 Refer to Steps 1 and 2 of 13-1-1 “TOP VOLUME ADJUSTMENT” and take off the controller cover.

2 Grease the gear interface as shown in the figure.

APPLY GREASE.



14 COIN SELECTOR

WARNING

- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock.
- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.

CAUTION

When attaching or removing doors be careful that your hand or finger does not get caught in anything.

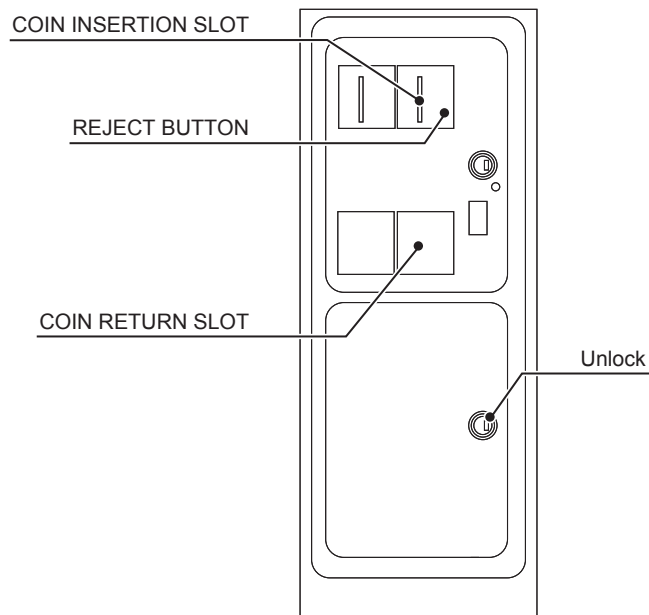
IMPORTANT

- Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- After cleaning the Coin Selector, insert a regular coin in the normal working status and ensure that the selector correctly functions.
- The Coin Selector is a precision device. Careless handling could result in damaged parts, poor connection of electronic circuits, etc.
- Never apply machine oil, etc. to the Coin Selector.
- Do not open the lid more than 90 degrees. Doing so will place undue force on the hinge which could break it.
- Do not disassemble or take out undesignated parts.

14-1 COIN INSERTION TEST

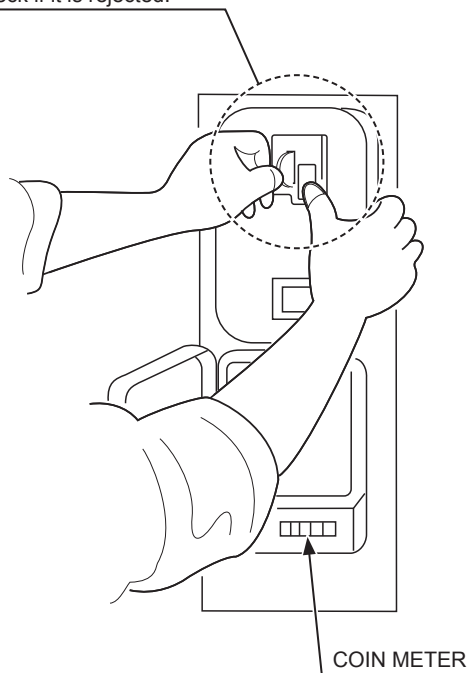
Once every month, when performing the Coin SW Test, simultaneously check the following:

- Does the Coin Meter count satisfactorily?
- Does the coin drop into the Cashbox correctly?
- Is the coin rejected when inserted while keeping the Reject Button pressed down?
- Are extra coins and incorrect coins properly returned?



14

Insert a coin while keeping the reject button pressed down and check if it is rejected.



14-2 CLEANING THE COIN SELECTOR

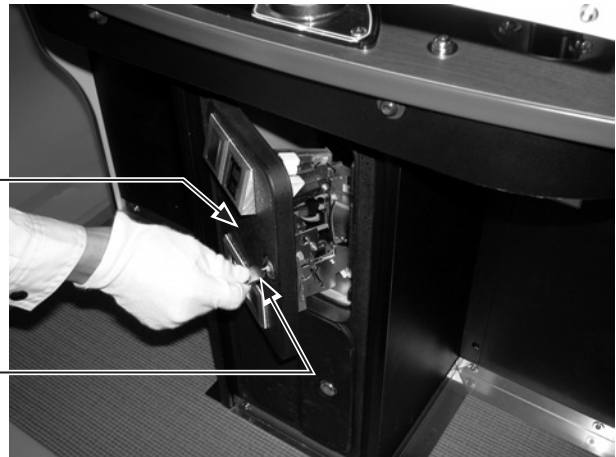
The coin selector should be cleaned once every 3 months. When cleaning, follow the procedure below:

1 Turn off the power switch.

2 Unlock the coin chute door with the master key and open it.

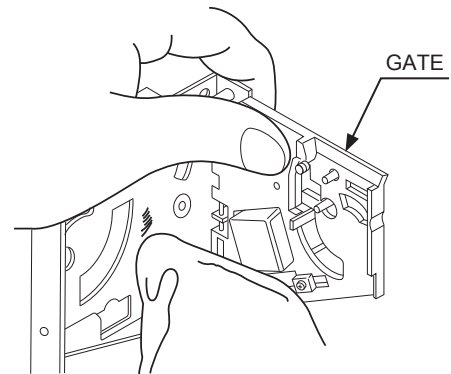
COIN CHUTE DOOR

Unlock



3 Remove the coin selector from the coin chute door.

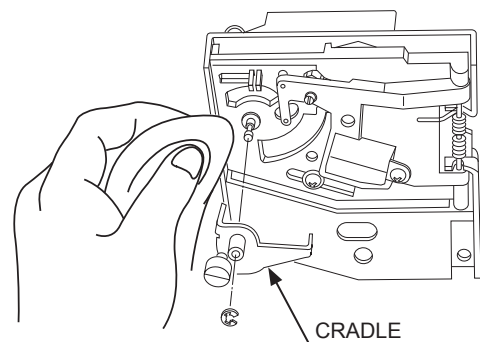
4 Open the gate and dust off by using a soft brush.



5 Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.

6 Remove the cradle. When removing the retaining ring (E ring), be very careful so as not to bend the rotary shaft.

7 Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.



8 After wiping off dirt, wipe away moisture with a dry cloth and make sure that the coin selector is completely dry.

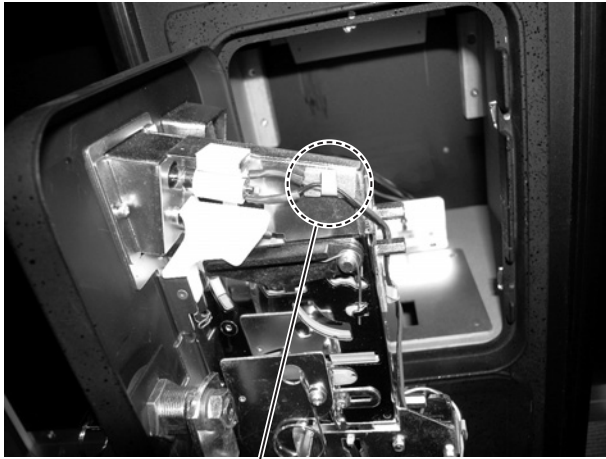
14-3 REMOVING A JAMMED COIN

If the coin does not come out when pressing the return button, open the service door and then open the coin selector gate. After removing the jammed coin, insert a normal coin and make sure the selector works properly.

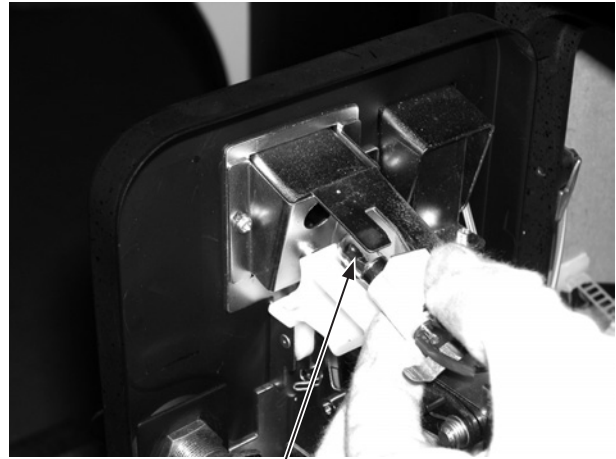
14-4 LAMP REPLACEMENT

1 Refer to Steps 1 and 2 of 15-2 "CLEANING THE COIN SELECTOR" and open the coin chute door.

2 Undo the cord clamp and pull out the lamp.



CORD CLAMP (1)



LAMP
6.3V 1W

3 Turn the lamp, pull it straight out and replace it with a new one.



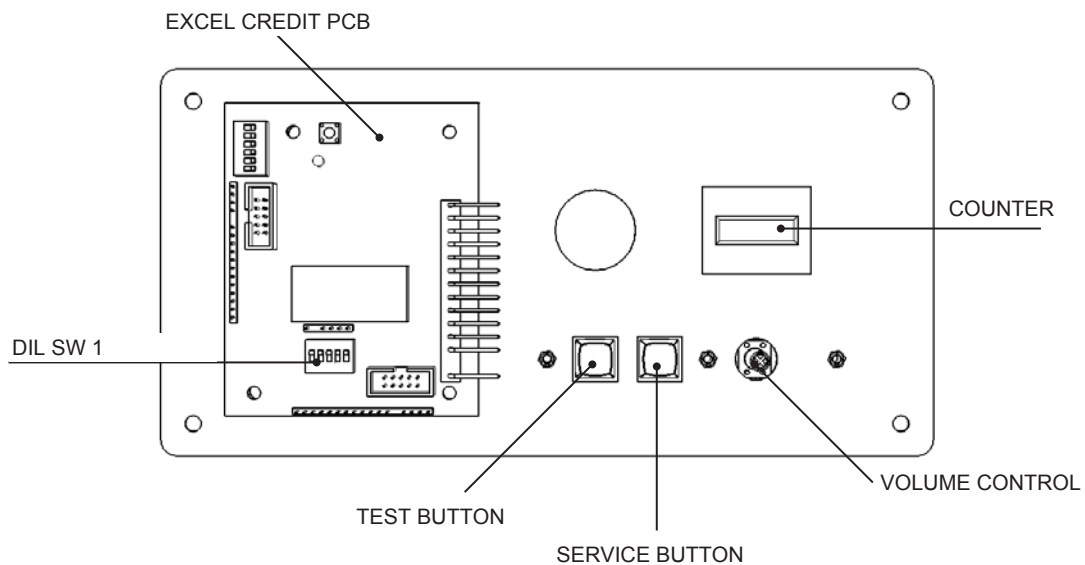
14-5 CREDIT SETTINGS and ADJUSTMENTS

This product comes equipped with a Money Controls SR3 Coin Acceptor. To adjust the price of play ALL credit settings are adjusted via the EXCEL CREDIT BOARD.

IMPORTANT!

The CREDIT SETTINGS within the SYSTEM TEST MODE must be set to 1 coin 1 credit to allow the CREDIT BOARD to function correctly.

The Coin Tower has a built in Credit Board. This is controlled by 2 DIL Switches. These allow the operator to select the price of play, type of coin acceptor and region.



DIL SW3 (Regional Settings)

Adjust these switches to specify the type of Coin Acceptor used and currency.

Default = SW1&SW2 ON - SR3 in parallel mode, Sterling.

TEST BUTTON	Provides access to the TEST MENU when pressed.
SERVICE BUTTON	Provides a SERVICE CREDIT when pressed
Status LED	Flashes when functioning.
CHANNEL 1	To Coin Acceptor (SR3 TYPE.)
DIL SW1 (credit settings)	Adjust to required price of pay.
COUNTER	Coin Count Device
VOL CONTROL	MAIN VOLUME ADJUSTMENT (FRONT SPEAKERS)

REGIONAL AND ACCEPTOR SETTINGS (SW3)

Country		Credit Board Mode Settings Switch 3										C120/SR3 Only							
		Setting					Switch 3 Setting					Coin Validator Programming							
		SW1	SW2	SW3	SW4	SW5	SW6	COIN1	COIN2	COIN3	COIN4	COIN5	COIN6	COIN7	COIN8	COIN9	COIN10	COIN11	COIN12
UK	Coin Controls C220 Parallel	OFF	OFF	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	-				
UK	Coin Controls C220 Binary	OFF	ON	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	£2				
UK	Coin Controls SR3 Parallel	ON	ON	OFF	OFF			£1	50p new	20p	10p	-	£2	-	50p old	-	-	-	-
UK	Coin Controls SR3 Parallel	OFF	OFF	ON	OFF			£2	£1	50p new	20p	10p	-	-	-	50p old	-	-	-
UK	Mars ME/MS 111 Parallel	ON	OFF	ON	OFF			£1	£2	20p	10p	50p new	50p old						
UK	NRI Parallel	OFF	ON	ON	OFF			10p	20p	50p	£1	£2	-						
Belgium	Parallel	ON	ON	ON	OFF			-	50Bfr	20Bfr	5Bfr								
Holland	Parallel	OFF	OFF	OFF	ON			-	5NLG	2.5NLG	1NLG								
Austria	SR3 Parallel	ON	OFF	OFF	ON			20Sch	10Sch	5Sch	1Sch								
Spain	Coin Controls C220 Binary	OFF	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	200Pt old	50Pta old					
Spain	SR3/NRI Parallel	ON	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	-	-	200Pta	-	50Pta old	25Pta old	-
Spain	Coin Controls C220 Parallel	OFF	OFF	ON	ON			100Pta	50Pta new	-	25Pta new	-	50Pta old	-	25Pta old				
Portugal Euro	Parallel	ON	OFF	ON	ON			200Es	100Es	50Es	-	-	-	-	-				
	TBA					OFF		TBA											
	Channels					ON		TBA											
								Direct Mode											
								2 channel Mode											

Please Note
The credit board automatically sets the validator for parallel and binary operation through an output on pin 8 of the 17 way pinstrip. For the feature to work it is necessary for the validator interconnecting cable to include at wire at this position

Note: These switch settings are under constant review and may change due to world currency updates.

Set SW 1 according to the option settings found in the relevant Price of Play Settings Table on the following pages.

Set SW 3 on the VTS /Excel board as shown in the table above corresponding to the country required.

STERLING PRICE OF PLAY SETTINGS (SW1)

	Price	Bonus					DIL Switch 1				
							1	2	3	4	5
1	10p	50p = 5 plays	£1 = 10 plays	£2 = 20 plays		OFF	OFF	OFF	OFF	OFF	
2	10p	50p = 6 plays @ 8.33p per play	£1 = 12 plays @ 8.33p per play	£2 = 24 plays @ 8.33p per play		ON	OFF	OFF	OFF	OFF	
3	20p	50p = 2.5 plays	£1 = 5 plays	£2 = 10 plays		OFF	ON	OFF	OFF	OFF	
4	20p	50p = 3 plays @ 16.66p per play	£1 = 6 plays @ 16.66p per play	£2 = 12 plays @ 16.66p per play		ON	ON	OFF	OFF	OFF	
5	30p	50p = 1.66 plays	£1 = 3.33 plays	£2 = 6.66 plays		OFF	OFF	ON	OFF	OFF	
6	30p	50p = 1.66 plays	£1 = 4 plays @ 25p per play	£2 = 8 plays @ 25p per play		ON	OFF	ON	OFF	OFF	
7	30p	50p = 2 plays @ 25p per play	£1 = 4 plays @ 25p per play	£2 = 8 plays @ 25p per play		OFF	ON	ON	OFF	OFF	
8	30p	50p = 2 plays @ 25p per play	£1 = 3 plays @ 33.33p per play	£2 = 6 plays @ 33.33p per play		ON	ON	ON	OFF	OFF	
9	40p	50p = 1.25 plays	£1 = 2.5 plays	£2 = 5 plays		OFF	OFF	OFF	ON	OFF	
10	40p	50p = 1.25 plays	£1 = 3 plays @ 33.3p per play	£2 = 6 plays @ 33.3p per play		ON	OFF	OFF	ON	OFF	
11	50p	50p = 1 play	£1 = 2 plays	£2 = 4 plays		OFF	ON	OFF	ON	OFF	
12	50p	50p = 1 play	£1 = 3 plays @ 33.3p per play	£2 = 6 plays @ 33.3p per play		ON	ON	OFF	ON	OFF	
13	50p	50p = 1 play	£1 = 2 plays	£2 = 5 plays @ 40p per play		OFF	OFF	ON	ON	OFF	
14	60p	50p = 0.83 play	£1 = 1.66 plays	£2 = 3.33 plays		ON	OFF	ON	ON	OFF	
15	60p	50p = 0.83 play	£1 = 2 plays @ 50p per play	£2 = 4 plays @ 50p per play		OFF	ON	ON	ON	OFF	
16	80p	50p = 0.62 play	£1 = 1.25 plays	£2 = 2.5 plays		ON	ON	ON	ON	OFF	
17	80p	£1 = 1.25 plays	£1.50 = 2 plays @ 75p per play	£2 = 2.5 plays		OFF	OFF	OFF	OFF	ON	
18	£1	2x50p = 1 play	£1 = 1 play	£2 = 2 plays		ON	OFF	OFF	OFF	ON	
19	£1	2x50p = 1 play	£1 = 1 play	£2 = 3 plays @ 66.6p per play		OFF	ON	OFF	OFF	ON	
20	£1	2x50p = 1 play	£2 = 2 plays	£4 = 5 plays @ 80p per play		ON	ON	OFF	OFF	ON	
21	£1.50	3x50p = 1 play	£1 = 0.66 plays	£3 = 2 plays		OFF	OFF	ON	OFF	ON	
22	£1.50	3x 50p = 1 play	£1 = 0.66 plays	£2 = 2 plays @ £1 per play		ON	OFF	ON	OFF	ON	
23	£2	4x 50p = 1 play	£1 = 0.5 play	£2 = 1 play		OFF	ON	ON	OFF	ON	
24	£2	4x 50p = 1 play	£1 = 0.5 play	£5 = 3 plays @ £1.66 per play		ON	ON	ON	OFF	ON	
25	£3	6x50p = 1 play	£1.50 = 0.5 play	£3 = 1 play		OFF	OFF	OFF	ON	ON	
26	£3	6x50p = 1 play	£1.50 = 0.5 play	£5 = 2 plays @ £2.50 per play		ON	OFF	OFF	ON	ON	
27	£5	£1 = 0.2 play	£5 = 1 play	£10 = 2 plays		OFF	ON	OFF	ON	ON	
28	£5	£1 = 0.2 play	£5 = 1 play	£10 = 3 plays @ £3.33p per play		ON	ON	OFF	ON	ON	
29	£7.50	£5 = 0.66 play	£10 = 1.33 plays	£15 = 2 plays		OFF	OFF	ON	ON	ON	
30	£7.50	£5 = 0.66 play	£10 = 1.33 plays	£10 = 2 plays @ £5 per play		ON	OFF	ON	ON	ON	
31	£10	£10 = 1 play	£20 = 2 play	£30 = 3 play		OFF	ON	ON	ON	ON	
32		Free Play					ON	ON	ON	ON	ON

EURO PRICE OF PLAY SETTINGS (SW1)

	Price	Bonus		DIL Switch 1				
				1	2	3	4	5
1	10¢	50¢ = 5 plays	€1 = 10 plays	€2 = 20 plays	OFF	OFF	OFF	OFF
2	10¢	50¢ = 6 plays @ 8.33p per play	€1 = 12 plays @ 8.33¢ per play	€2 = 24 plays @ 8.33¢ per play	ON	OFF	OFF	OFF
3	20¢	50¢ = 2.5 plays	€1 = 5 plays	€2 = 10 plays	OFF	ON	OFF	OFF
4	20¢	50¢ = 3 plays @ 16.66¢ per play	€1 = 6 plays @ 16.66¢ per play	€2 = 12 plays @ 16.66¢ per play	ON	ON	OFF	OFF
5	30¢	50¢ = 1.66 plays	€1 = 3.33 plays	€2 = 6.66 plays	OFF	OFF	ON	OFF
6	30¢	50¢ = 1.66 plays	€1 = 4 plays @ 25¢ per play	€2 = 8 plays @ 25¢ per play	ON	OFF	ON	OFF
7	30¢	50¢ = 2 plays @ 25¢ per play	€1 = 4 plays @ 25¢ per play	€2 = 8 plays @ 25¢ per play	OFF	ON	ON	OFF
8	30¢	50¢ = 2 plays @ 25¢ per play	€1 = 3 plays @ 33.33¢ per play	€2 = 6 plays @ 33.33¢ per play	ON	ON	ON	OFF
9	40¢	50¢ = 1.25 plays	€1 = 2.5 plays	€2 = 5 plays	OFF	OFF	OFF	ON
10	40¢	50¢ = 1.25 plays	€1 = 3 plays @ 33.33¢ per play	€2 = 6 plays @ 33.33¢ per play	ON	OFF	OFF	ON
11	50¢	50¢ = 1 play	€1 = 2 plays	€2 = 4 plays	OFF	ON	OFF	ON
12	50¢	50¢ = 1 play	€1 = 3 plays @ 33.33¢ per play	€2 = 6 plays @ 33.33¢ per play	ON	ON	OFF	ON
13	50¢	50¢ = 1 play	€1 = 2 plays	€2 = 5 plays @ 40¢ per play	OFF	OFF	ON	ON
14	60¢	50¢ = 0.83 play	€1 = 1.66 plays	€2 = 3.33 plays	ON	OFF	ON	ON
15	60¢	50¢ = 0.83 play	€1 = 2 plays @ 50¢ per play	€2 = 4 plays @ 50¢ per play	OFF	ON	ON	ON
16	80¢	50¢ = 0.62 play	€1 = 1.25 plays	€2 = 2.5 plays	ON	ON	ON	ON
17	80¢	£1 = 1.25 plays	€1.50 = 2 plays @ 75¢ per play	€2 = 2.5 plays	OFF	OFF	OFF	ON
18	€1	2x50¢ = 1 play	€1 = 1 play	€2 = 2 plays	ON	OFF	OFF	ON
19	€1	2x50¢ = 1 play	€1 = 1 play	€2 = 3 plays @ 66.6¢ per play	OFF	ON	OFF	ON
20	€1	2x50¢ = 1 play	€2 = 2 plays	€4 = 5 plays @ 80¢ per play	ON	ON	OFF	ON
21	€1.50	3x50¢ = 1 play	€1 = 0.66 plays	€3 = 2 plays	OFF	OFF	ON	ON
22	€1.50	3x 50¢ = 1 play	€1 = 0.66 plays	€2 = 2 plays @ €1 per play	ON	OFF	ON	ON
23	€2	4x 50¢ = 1 play	€1 = 0.5 play	€2 = 1 play	OFF	ON	ON	ON
24	€2	4x 50¢ = 1 play	€1 = 0.5 play	€5 = 3 plays @ €1.66 per play	ON	ON	ON	ON
25	€3	6x50¢ = 1 play	€1.50 = 0.5 play	€3 = 1 play	OFF	OFF	OFF	ON
26	€3	6x50¢ = 1 play	€1.50 = 0.5 play	€5 = 2 plays @ €2.50 per play	ON	OFF	OFF	ON
27	€5	€1 = 0.2 play	€5 = 1 play	€10 = 2 plays	OFF	ON	OFF	ON
28	€5	€1 = 0.2 play	€5 = 1 play	€10 = 3 plays @ 3.33¢ per play	ON	ON	OFF	ON
29	€7.50	€5 = 0.66 play	€10 = 1.33 plays	€15 = 2 plays	OFF	OFF	ON	ON
30	€7.50	€5 = 0.66 play	€10 = 1.33 plays	€10 = 2 plays @ €5 per play	ON	OFF	ON	ON
31	€10	€10 = 1 play	€20 = 2 play	€30 = 3 play	OFF	ON	ON	ON
32		Free Play			ON	ON	ON	ON

14-6 SR3 OPTIONS - SWITCH SETTINGS

SELECTING STERLING / EURO OPTION

The SR3 coin acceptor (supplied) is programmed to accept UK Sterling and the Euro. Factory setting is for the UK Sterling. If the configuration needs to change to the Euro, then please follow the instructions below for changing over to the Euro and visa versa.

BANK SELECT

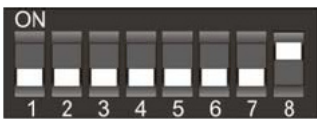
This function allows you to enable both or individual select banks of coins via switches 7 and 8 on the 8 way DIL switch.

This enables the selection of 2 different currencies, one in each bank, or 12 coins/tokens in both banks from the same country.

To enable/disable the banks set the switches as show below.



Both Banks ON (enabled) - Sterling and Euro' s



Bank 1 ON (enabled) and Bank 2 OFF (disabled) - Sterling ONLY



Bank 1 OFF (disabled) and Bank 2 ON (enabled) - Euro' s ONLY

Please remove power from the SR3 before changing the status on the DIP SW.

14-7 SR3 OPTIONS - TEACH AND RUN PROGRAMMING

TEACH AND RUN PROGRAMMING (SR3)

If the machine is positioned in location where only tokens are used, then the SR3 Coin Acceptor can be programmed to accept and credit special coins/tokens.

Please follow the instructions below to enable and program the TEACH & RUN facility.

Table 1: Teach & Run Programming Bank 1.

Coin Number	SW1	SW2	SW3	SW4	SW5	SW6
1	off	off	off	ON	ON	off
2	off	off	ON	off	ON	off
3	off	off	ON	ON	ON	off
4	off	ON	off	off	ON	off
5	off	ON	off	ON	ON	off
6	off	ON	ON	off	ON	off

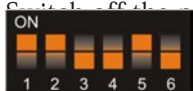
Bank 2

Table 2: Teach & Run Programming Bank 2

Coin Number	SW1	SW2	SW3	SW4	SW5	SW6
7	off	ON	ON	ON	ON	off
8	ON	off	off	off	ON	off
9	ON	off	off	ON	ON	off
10	ON	off	ON	off	ON	off
11	ON	off	ON	ON	ON	off
12	ON	ON	off	off	ON	off

Teach and Run EXAMPLE. (To teach coin channel 12 for £1)

Switch on power to the SR3 and set the Program DIL switches to:-



MSB SW1	SW2	SW3	LSB SW4	TOTAL	SW5	SW6
ON	ON	OFF	OFF	12	ON	OFF

Switch on the power to the SR3.

Press the reject lever within 20 seconds. The LED will turn RED.

Start entering £1 coins until the LED flashes GREEN, typically after 8 to 10 insertions.

NOTE: If the LED turns GREEN after the 1st coin, then the Teach & Run is DISABLED.

Press the reject lever and the LED will turn GREEN. The coin channel has now been programmed.

SET ALL SWITCHES TO THE OFF POSITION.

15 FLUORESCENT LAMP AND LAMP REPLACEMENT

WARNING

- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock.
- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- When assembling, be sure to use plural persons. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.
- Use lamps of the specified ratings. Using lamps with different ratings may cause fires or damage.
- There is the danger of short circuits or smoke generation due to deterioration of insulation in lighting fixtures resulting from age deterioration.
Check for anomalies such as the following:
Does it smell like something is burning?
Is there socket discoloration?
Are any lamps being replaced frequently?
Do lamps not go on properly?

CAUTION

- You may get burned by a hot fluorescent lamp or other lamps. Pay full attention to the lamps when performing the work.
- When replacing a fluorescent lamp or other lamps, be careful not to place too much stress on the glass part. Doing so could cause it to break, and broken pieces may cause personal injury.
- Hold the parts firmly while removing the affixing screws. When all the affixing screws are removed, the part could fall off, resulting in an accident.
- To perform the operation safely and accurately you must use steady stepstool. Working without this may lead to a fall and possible injury.
- Be careful when handling the plastic parts. Do not apply excessive force or shock to these parts. Failure to observe this instruction may result in breakage, and broken pieces and cracks or chips in these parts may cause personal injury.

15-1 REPLACING THE FRONT CABINET FLUORESCENT LAMP

- 1 Turn off the power switch.
- 2 Use a step or stool when performing work on the top of the cabinet. Remove the 3 screws on the top of the front FL cover and unfurl the FL COVER to gain access to lighting

FRONT FL COVER
SCREW (3)
M4 x 25, w/ flat & spring washer



- 3 Change the fluorescent lamp.

FL STARTER
390-5638-5P

FLUORESCENT LAMP 32W
390-5251-32-01



15-2 REPLACING THE REAR CABINET FLUORESCENT LAMP

1 Turn off the power switch.

2 Remove the 8 tamperproof screws and take off the rear FL cover sash.



REAR FL COVER SASH

TRUSS SCREW (8), chrome
M4 x 8

3 Slide the rear FL cover to take it off.

REAR FL COVER



15

4 Change the fluorescent lamp.

GLOW LAMP
390-5638-5P

FLUORESCENT LAMP 32W
390-5251-32-01



16 PERIODIC INSPECTION

In order to maintain the performance of this product and operate it safely, inspect the following items routinely and perform maintenance.

WARNING

- This work by touching the internal parts of the product should be carried out by site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock.
- Be sure to check once a year to see whether power cables are damaged, the plug is securely inserted, dust has accumulated between the socket outlet and the power plug, etc. Using the product with accumulated dust can cause fire and electric shock.
- Once a year, request the office shown on this manual or the dealer from whom the product was originally purchased to perform the internal cleaning. Using the product with accumulated dust in the interior may cause fire or other accidents. Note that you are liable for the cost of cleaning the interior parts.
- There is the danger of accidents involving electrical shorts circuits or fire caused by factors such as the deterioration of insulation in electrical and electronic equipment over time. Check that there are no anomalies such as odors from burning.
- Do not use a water jet (high pressure washing device) or hose to clean this product. It was not designed to be cleaned by a water jet. Water could get inside and cause electrocution or short circuits. The product could also be damaged in such a way that it is difficult to repair.
- For all normal maintenance procedures, always turn off the power before beginning. Starting the procedures with the power still on can result in electric shocks or short circuits.
- Clean the RINGWIDE once a year. If the RINGWIDE is used as-is with dust built up inside, it could result in malfunction, fire or other accidents.

NOTE: The "S/M" referenced in the table denotes RINGWIDE Service Manual, which is provided separately.

■PERIODIC INSPECTION TABLE

PERIOD	ITEMS	DESCRIPTION	REFERENCE
As appropriate	CABINET SURFACES	Cleaning	As below
	FLUORESCENT LAMP	Inspection	As above
Daily	CABINET	Confirm that adjusters contact floor	Chapter 3
	SAFETY DEVICES		
Weekly	LCD	Screen cleaning	12-2
		Check monitor adjustments	12-3
Monthly	START BUTTON,	Check switches and lamps	Chapter 11
	CONTROLLER	Inspect volume	Chapter 13
	COIN SELECTOR	Coin switch inspection	Chapter 15
		Coin insertion test	15-1
RINGWIDE	Settings check	Chapter 10, S/M	
Every 3 months	CONTROLLER	Inspect gear meshing	13-1-1,13-2-1
		Apply grease	13-1-3,13-2-3
	COIN SELECTOR	Cleaning	15-2
1 year	RINGWIDE	Cleaning	19-2
	POWER PLUG	Inspection, Cleaning	As above
	FRONT CABINET INTERIOR	Cleaning	As below

CLEANING THE CABINET SURFACES

When the cabinet surfaces become dirty, remove stains with a soft cloth soaked in water or diluted (with water) chemical detergent and then wrung dry. To avoid damaging the finish, do not use such solvents as thinner, benzene, etc. (other than ethyl alcohol) or abrasives (bleaching agent and chemical dust-cloth).

Some general-purpose household, kitchen, and furniture cleaning products may contain strong solvents that degrade plastic parts, coatings, and print. Before using any cleaning product, read the product's cautionary notes carefully and test the product first on a small area that is not highly visible.

17 TROUBLESHOOTING

WARNING

- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock. If there are no site maintenance personnel or other skilled professionals available, turn the power off immediately and contact the office given in this manual or from the point of purchase.
- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit. When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- After the cause of circuit protector activation has been removed, have the circuit protector re-engaged. If the unit is used continuously as is, there could be heat generation or fire, depending on the cause of the activation.
- When the power has been engaged or the TEST MODE has been terminated, initialization takes place automatically. If anyone is near the product, they could come in contact or collide with it. Check carefully to be sure that no one is near the product and that no tools or items have been left on the product, then engage the power or terminate TEST MODE.
- If problems other than those covered in this manual arise, or if no improvements can be noted after measures given in this manual have been taken, do not take measures indiscriminately. Cut off the power immediately and contact the office shown in this manual or the dealer from whom the product was originally purchased. Indiscriminate countermeasures could lead to unforeseeable accidents. They could also result in permanent damages. Also, if the power is left on while there is an abnormality, a fire, electric shock or other serious accident can occur.

17

IMPORTANT

- If an error message is displayed, identify the cause right away and take the appropriate countermeasures. Leaving the error unaddressed could result in a breakdown.
- If a problem occurs, first inspect the connection of any wiring connectors.
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

Because this product has parts such as the seat mechanisms, it has some unique error messages. If an error message is displayed, refer to Chapter 20 "ERROR MESSAGES". If trouble arises, first inspect the connections of the wiring connectors.

PROBLEMS	CAUSE	COUNTERMEASURES
With main switch ON, no activation.	Power is not supplied.	Insert the power plug all the way into the outlet.
	Power supply/voltage is not correct.	Make sure that power supply/voltage is correct.
	Circuit protector on AC unit was activated due to temporary overload.	Reset the circuit protector after removing the cause of the overload.
Fluorescent lamp on front cabinet does not light up	Fluorescent lamp or glow lamp has reached end of its life.	Replace the fluorescent lamp and glow lamp. (See 16-1.)
Sound and fluorescent lamp work, but monitor stays completely dark	Video signal connector or monitor power connector is not properly connected.	Check the connection of the monitor and RINGWIDE connectors.
	Monitor trouble	Contact the point of purchase.
No sound	Volume not properly adjusted.	Adjust the volume. (See 9.)
	Poor connection of connectors	Check the connection of the RINGWIDE and amp connectors.
	Board, amp or speaker trouble	Run the speaker test to check. (See the RINGWIDE Service Manual.)
Colors on monitor not right	Poor connection of video signal connector.	Make sure the video signal connector is properly connected and fastened in place.
	Monitor trouble	Contact the point of purchase.
Screen saturation and brightness not right	Screen not properly adjusted.	Adjust the screen settings. (See Chapter 12.)
Switch and volume input does not work	Poor connection of connectors	Check the connection of the I/O board connector.
		Check the connection with RINGWIDE.
Start button input does not work	Switch trouble	Replace the switch. (See 18-1.)
Start button does not light up	LED trouble	Replace the LED. (See 18-1.)
Stays on RINGWIDE logo and does not go to advertisements screen (error is displayed)	Poor condition of cabinet	Refer to the list of errors. (See Chapter 20.)
	RINGWIDE trouble	Contact the point of purchase.
Controller does not work properly or does not respond	Improper controller settings	Configure settings in TEST MODE. (See 11-5.)
	Poor attachment of volume or misalignment of gears	Adjust the way the volume is attached and check it in TEST MODE. (See Chapter 13.)
	Poor connection of connector	Check the volume connector.
	Volume trouble	Replace the volume. (See 13-1-2 and 13-2-2.)
Fluorescent lamp on rear cabinet does not light up	Poor connection of connector	Check the connection of the joint connector.
	Fluorescent lamp or glow lamp has reached end of its life.	Replace the fluorescent lamp and glow lamp. (See 16-2.)
LED on rear cabinet does not light up	Poor connection of connectors	Check the connection of the RINGWIDE and joint connectors.

17-1 REPLACING SWITCH

WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.

1 Turn off the power switch.

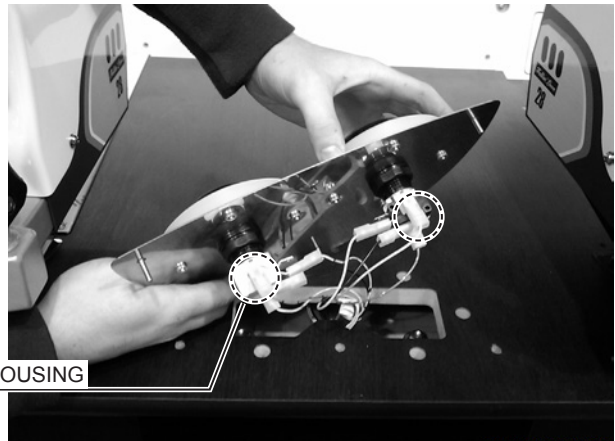
2 Use an allen wrench with a WAF of 3 mm to remove the 4 low-head hexagonal socket bolts and take off the lower control panel plate.

CTRL PANEL PLATE LOWER

LOW-HEAD HEXAGONAL SOCKET BOLT(4)
M5 x 25, spring washers used

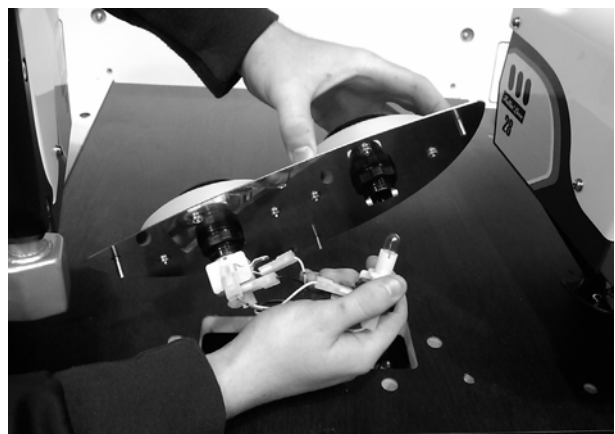


3 Turn the lower plate over and firmly grasp the lower parts of the Switch Housing between you index finger and thumb. PULL to remove.



SWITCH & LAMP HOUSING

4 Once the Switch and Lamp housing has been removed the bulb can then be replaced. The Bulb is a 12v wedge type 1.2w - Push Fit.



18 RINGWIDE

WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- Do not expose the RINGWIDE, etc. for any reason. Doing so may cause electric shock or malfunctioning.
- No connectors other than those connected on the RINGWIDE when first delivered can be used by this product. Do not connect any other wires to any of the unused connectors. This may lead to the generation of heat, smoke or burn outs.
- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock.
- When replacing or repairing the RINGWIDE and then returning it to the cabinet, be sure to reconnect all the connectors correctly. Improper connection may cause electric shock, short circuit or fire.
- Be careful with the direction when connecting connectors. There is a set direction to connect them. Inadvertently applying too much pressure on the connectors when attempting to connect them could break the connectors or the terminal fittings and result in electrocution, short circuits or fire.

CAUTION

Be careful not to get your fingers or hands caught when attaching or taking off parts.

 STOP

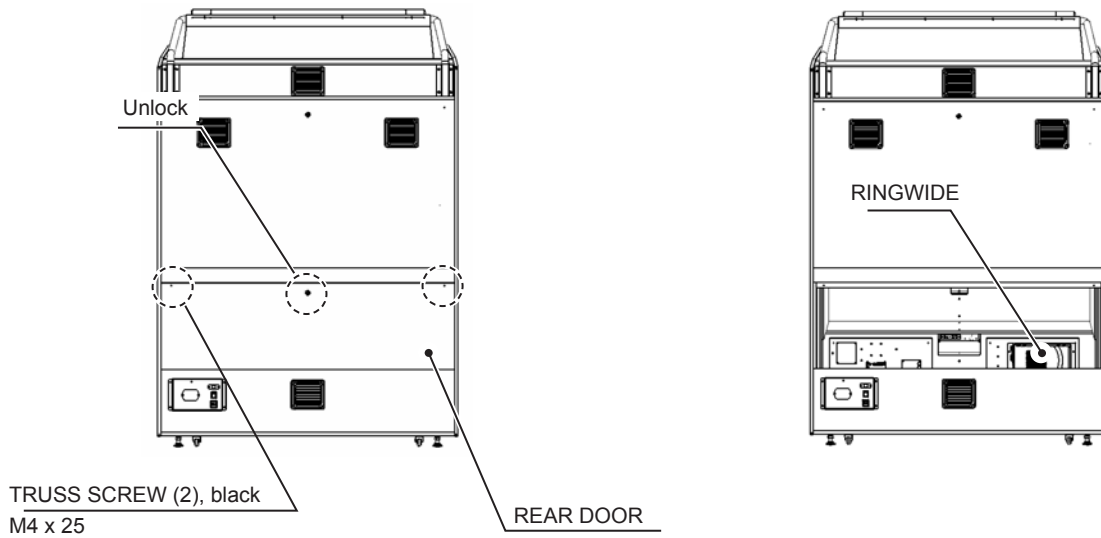
IMPORTANT

- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- When requesting replacement or repair of the RINGWIDE, package it carefully so that it is not damaged during transport. We accept no liability for damages that occur during transport.
- In this product, setting changes are made during the TEST MODE. The RINGWIDE need not be operated. Use the RINGWIDE, etc. as is with the same setting made at the time of shipment so as not to cause electric shock and malfunctioning.

18-1 REMOVING THE RINGWIDE

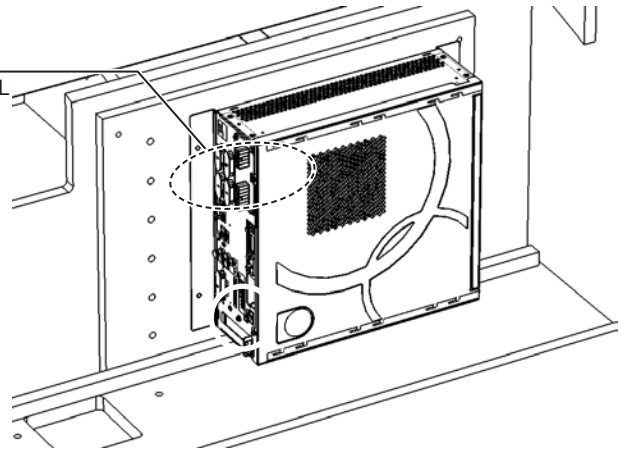
1 Turn off the power switch.

2 Remove the 2 truss screws, unlock the door to remove.



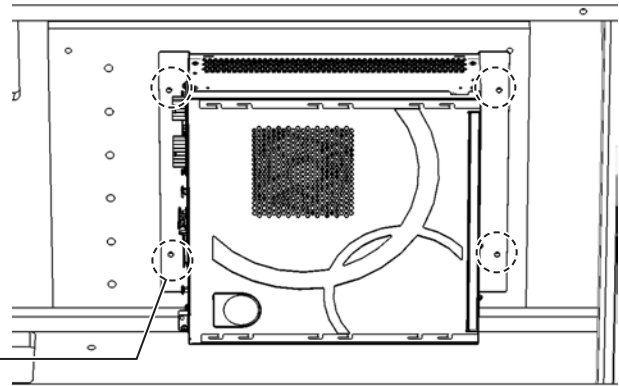
3 Disconnect the 6 connectors.

CONNECTORS
PWR (2), VGA, AUDIO, USB, SERIAL



4 Remove the 4 machine screws which secure RINGWIDE into the cabinet.

Machine Screws (4)
M4 X 20, MSCR PAN W/FS PAS



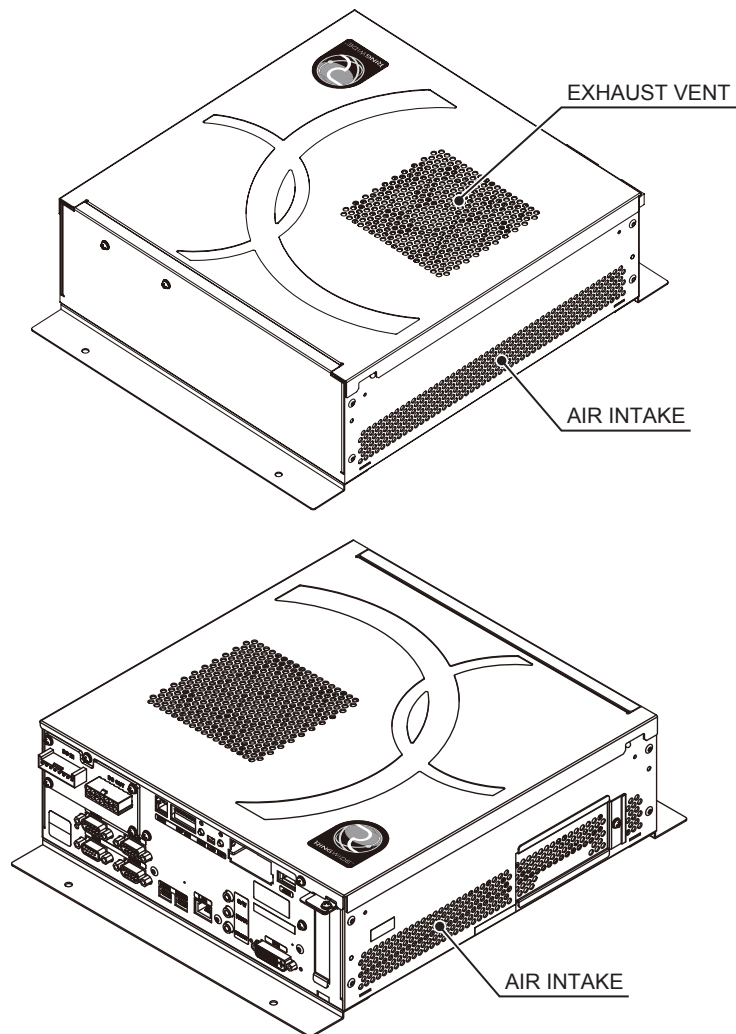
18-2 CLEANING THE RINGWIDE

STOP IMPORTANT

Clean the RINGWIDE once a year or when "Error 0090" or "Error 0091" is displayed. If dust accumulates inside the RINGWIDE, it could lead to malfunction and other trouble.

Take the RINGWIDE off once a year and use a vacuum cleaner to clean the areas around the intake and exhaust vents and where it is attached to the cabinet.

- 1 Remove the RINGWIDE. (See 19-1.)
- 2 Clean around the air vent of RINGWIDE boards with a vacuum cleaner.



- 3 Clean around installment parts of RINDWIDE in the cabinet with a vacuum cleaner. Be careful not to damage the wires when doing so.
- 4 Work in reverse order to attach the RINGWIDE.

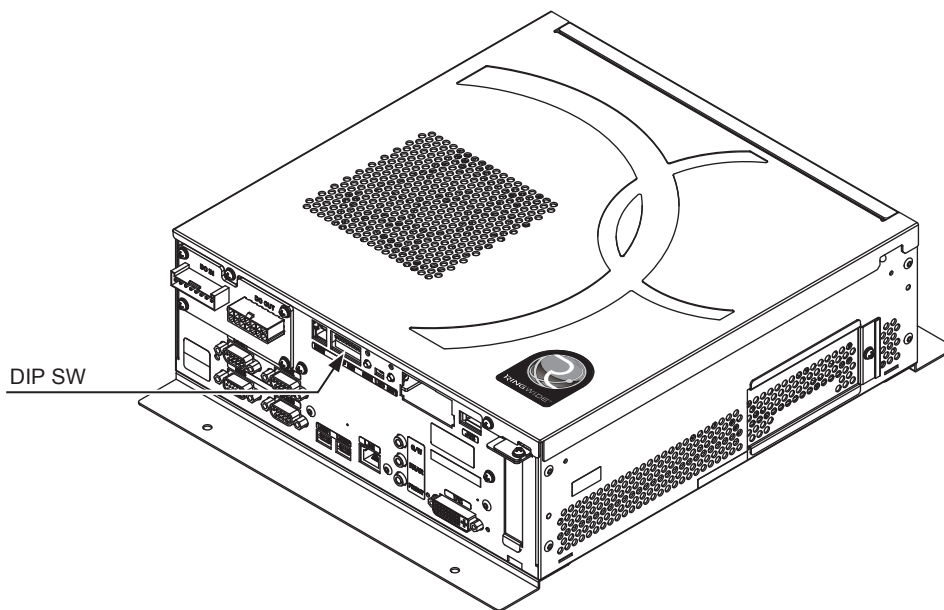
18-3 COMPOSITION OF THE RINGWIDE

STOP IMPORTANT

Use with the dip switches (DIP SW) on the RINGWIDE at the prescribed settings. If settings do not match the product, an error message will be displayed. In some cases, the game cannot be started.

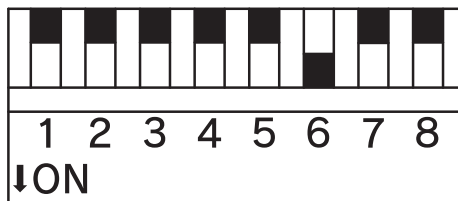
ASSY CASE WDE W 1GB EXP (847-0001D-02) <Hong Kong>

ASSY CASE WDE W 1GB (847-0001D) <Others>



DIP SW SETTING

Use this product with the DIP SW settings shown in the figure below.



19 ERROR MESSAGE

WARNING

- If an error is displayed, have the site maintenance personnel or other qualified individuals resolve it. If someone without specialized or technical knowledge attempts to rectify the problem, electric shock, short circuits or fire may result. If there is no site maintenance personnel or other qualified individuals available, turn the power off immediately, and contact your point of purchase or the office listed in this manual.
- If problems other than those covered in this manual arise, or if no improvements can be noted after measures given in this manual have been taken, do not take measures indiscriminately. Cut off the power immediately and contact the office shown in this manual or the dealer from whom the product was originally purchased. Indiscriminate countermeasures could lead to unforeseeable accidents. Indiscriminate countermeasures could lead to unforeseeable accidents.

CAUTION

When attaching or removing doors be careful that your hand or finger does not get caught in anything.

IMPORTANT

- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- Do not repeatedly turn the power ON/OFF in a short period of time. Doing so may result in damage to individual parts as well as the product itself.

Below is a list of error messages that may be displayed during startup.

For errors common to units using RINGWIDE which may occur, refer to the “RINGWIDE Service Manual.”

DISPLAY	Error 1001 There is an error in the COIN ASSIGNMENTS SETTINGS.
CAUSE	COIN ASSIGNMENTS SETTINGS are incorrect.
COUNTERMEASURES	Make sure "SYSTEM TEST MODE" > "COIN ASSIGNMENTS" > "COIN CHUTE TYPE" and "SERVICE TYPE" are both set to "COMMON."

DISPLAY	Error 1003 There is an error in the GAME COST SETTINGS.
CAUSE	"GAME COST SETTING" is incorrect.
COUNTERMEASURES	Check "SYSTEM TEST MODE" > "COIN ASSIGNMENTS" > "GAME COST SETTING" and make sure the 2P play cost is not set higher than the 1P play cost.

DISPLAY	Error 1011-1
CAUSE	The 1P "CONTROLLER CALIBRATION SETTING" (X-axis direction) is not configured properly.
COUNTERMEASURES	Refer to 13-1-1 "TOP VOLUME ADJUSTMENT" and adjust the volume. If the error persists, it is likely a faulty volume. Replace the volume.

DISPLAY	Error 1011-2
CAUSE	The 2P "CONTROLLER CALIBRATION SETTING" (X-axis direction) is not configured properly.
COUNTERMEASURES	Refer to 13-1-1 "TOP VOLUME ADJUSTMENT" and adjust the volume. If the error persists, it is likely a faulty volume. Replace the volume.

DISPLAY	Error 1012-1
CAUSE	The 1P "CONTROLLER CALIBRATION SETTING" (Y-axis direction) is not configured properly.
COUNTERMEASURES	Refer to 13-2-1 "SIDE VOLUME ADJUSTMENT" and adjust the volume. If the error persists, it is likely a faulty volume. Replace the volume.

DISPLAY	Error 1012-2
CAUSE	The 2P "CONTROLLER CALIBRATION SETTING" (Y-axis direction) is not configured properly.
COUNTERMEASURES	Refer to 13-2-1 "SIDE VOLUME ADJUSTMENT" and adjust the volume. If the error persists, it is likely a faulty volume. Replace the volume.

DISPLAY	Error 6001 Unable to recognize SEAT MOTOR DRIVE BD.(PITCH)
CAUSE	SEAT MOTOR DRIVE BD (PITCH) is not recognized.
COUNTERMEASURES	Check to make sure the test works under "GAME TEST MODE" > "CABINET SETTING" > "SEAT MOTION TEST." If the test does not work, check the connection of the wires between the RINGWIDE and SEAT MOTOR DRIVE BD (PITCH) or replace them. If the test still does not work after replacing them, it is likely a faulty SEAT MOTOR DRIVE BD (PITCH). Contact your point of purchase or the office listed in this manual.

DISPLAY	Error 6003 The SEAT MOTOR has overheated.(PITCH)
CAUSE	The SEAT MOTOR (PITCH) overheated.
COUNTERMEASURES	Turn the power off and restart it after the motor temperature drops. When doing this, remove anything that might obstruct the movement of the seat. If this error is displayed frequently, it is likely a faulty SEAT MOTOR DRIVE BD (PITCH) or SEAT MOTOR (PITCH). Contact your point of purchase or the office listed in this manual.

DISPLAY	Error 6004 The SEAT MOTOR is using abnormal encoder data.(PITCH)
CAUSE	There is an abnormality in the SEAT MOTOR (PITCH) encoder data.
COUNTERMEASURES	Make sure all the wires between the front and rear cabinets are connected. If the error is still displayed after a restart, it is likely a faulty wire between the SEAT MOTOR DRIVE BD (PITCH) and SEAT MOTOR (PITCH) or a faulty SEAT MOTOR DRIVE BD (PITCH) or SEAT MOTOR (PITCH). Contact your point of purchase or the office listed in this manual.

DISPLAY	Error 6005 An overcurrent has passed through the SEAT MOTOR.(PITCH)
CAUSE	There was an overcurrent in the SEAT MOTOR (PITCH).
COUNTERMEASURES	If the error is still displayed after a restart, it is likely a faulty SEAT MOTOR DRIVE BD (PITCH) or SEAT MOTOR (PITCH). Contact your point of purchase or the office listed in this manual.

DISPLAY	Error 6009 The SEAT VOLUME is abnormal.(PITCH)
CAUSE	There is something wrong with the SEAT VOLUME (PITCH).
COUNTERMEASURES	Refer to 14-1-1 “PITCH VOLUME ADJUSTMENT” and adjust the volume. If the error persists, it is likely a faulty volume. Replace the volume.

DISPLAY	Error 6011 Unable to recognize SEAT MOTOR DRIVE BD.(ROLL)
CAUSE	The SEAT MOTOR DRIVE BD (ROLL) is not recognized.
COUNTERMEASURES	Check to make sure the test works under “GAME TEST MODE” > “CABINET SETTING” > “SEAT MOTION TEST.” If the test does not work, check the connection of the wires between the RINGWIDE and SEAT MOTOR DRIVE BD (ROLL) or replace them. If the test still does not work after replacing them, it is likely a faulty SEAT MOTOR DRIVE BD (ROLL). Contact your point of purchase or the office listed in this manual.

DISPLAY	Error 6013 The SEAT MOTOR has overheated.(ROLL)
CAUSE	The SEAT MOTOR (ROLL) overheated.
COUNTERMEASURES	Turn the power off and restart it after the motor temperature drops. When doing this, remove anything that might obstruct the movement of the seat. If this error is displayed frequently, it is likely a faulty SEAT MOTOR DRIVE BD (ROLL) or SEAT MOTOR (ROLL). Contact your point of purchase or the office listed in this manual.

DISPLAY	Error 6014 The SEAT MOTOR is using abnormal encoder data.(ROLL)
CAUSE	There is an abnormality in the SEAT MOTOR (ROLL) encoder data.
COUNTERMEASURES	Make sure all the wires between the front and rear cabinets are connected. If the error is still displayed after a restart, it is likely a faulty wire between the SEAT MOTOR DRIVE BD (ROLL) and SEAT MOTOR (ROLL) or a faulty SEAT MOTOR DRIVE BD (ROLL) or SEAT MOTOR (ROLL). Contact your point of purchase or the office listed in this manual.

DISPLAY	Error 6015 An overcurrent has passed through the SEAT MOTOR.(ROLL)
CAUSE	There was an overcurrent in the SEAT MOTOR (ROLL).
COUNTERMEASURES	If the error is still displayed after a restart, it is likely a faulty SEAT MOTOR DRIVE BD (ROLL) or SEAT MOTOR (ROLL). Contact your point of purchase or the officelisted in this manual.

DISPLAY	Error 6019 The SEAT VOLUME is abnormal.(ROLL)
CAUSE	There is something wrong with the SEAT VOLUME (ROLL).
COUNTERMEASURES	Refer to 14-2-1 "ROLL VOLUME ADJUSTMENT" and adjust the volume. If the error persists, it is likely a faulty volume. Replace the volume.

20 DESIGN RELATED PARTS

For the warning display stickers, refer to Chapter 1.





STICKER ICON
LGI-3712UK



STICKER REAR SIDE R
LGI-3511UK



STICKER FALLIN LOVE
LGI-3716UK



STICKER REAR SIDE L
LGI-3510UK



STICKER CONT SIGHT
LGI-2025-C

STICKER CONT FRONT
LGI-2025-B

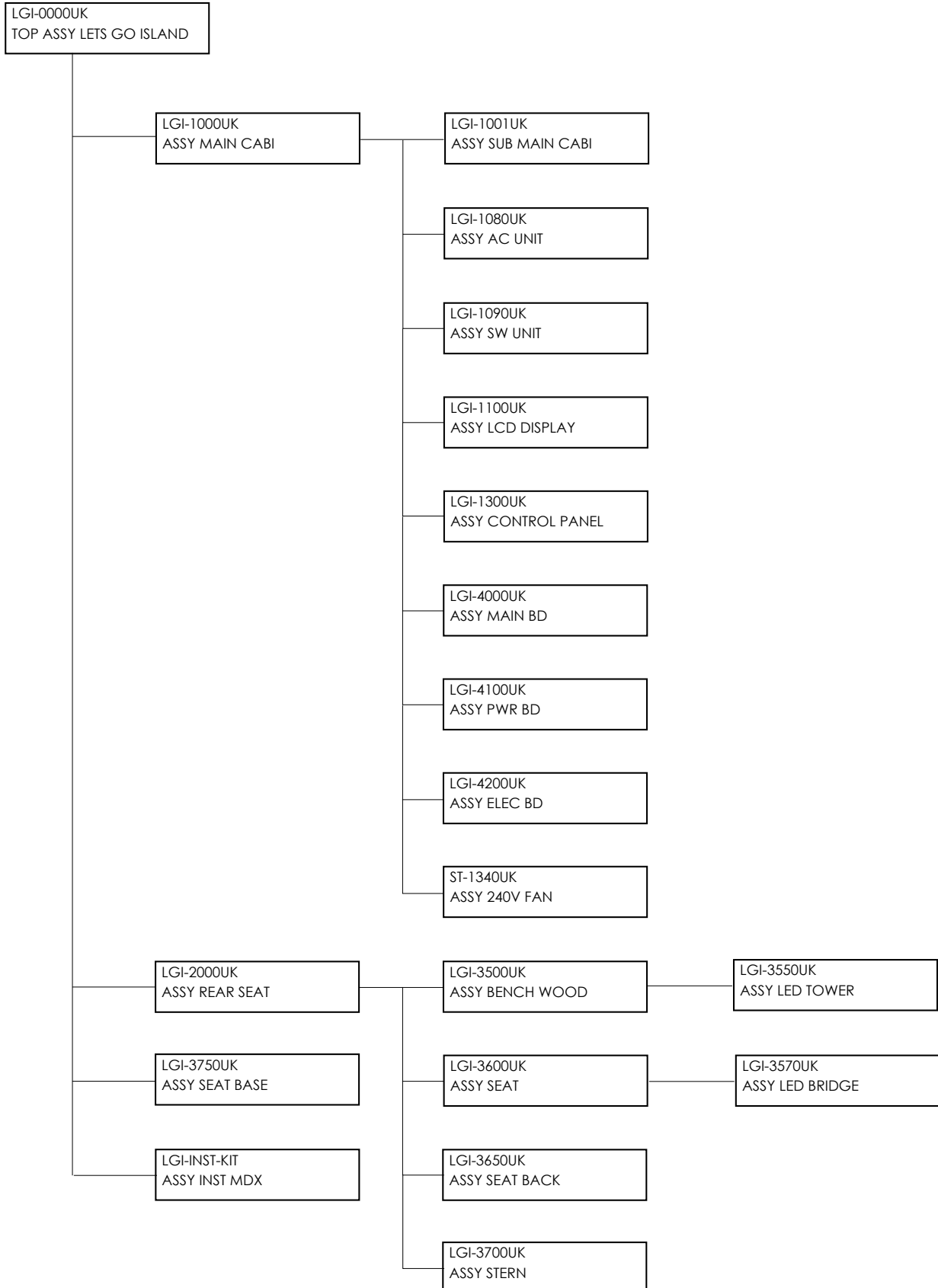
STICKER CONT PANEL
LGI-2025-D

STICKER CONT REAR
LGI-2025-E

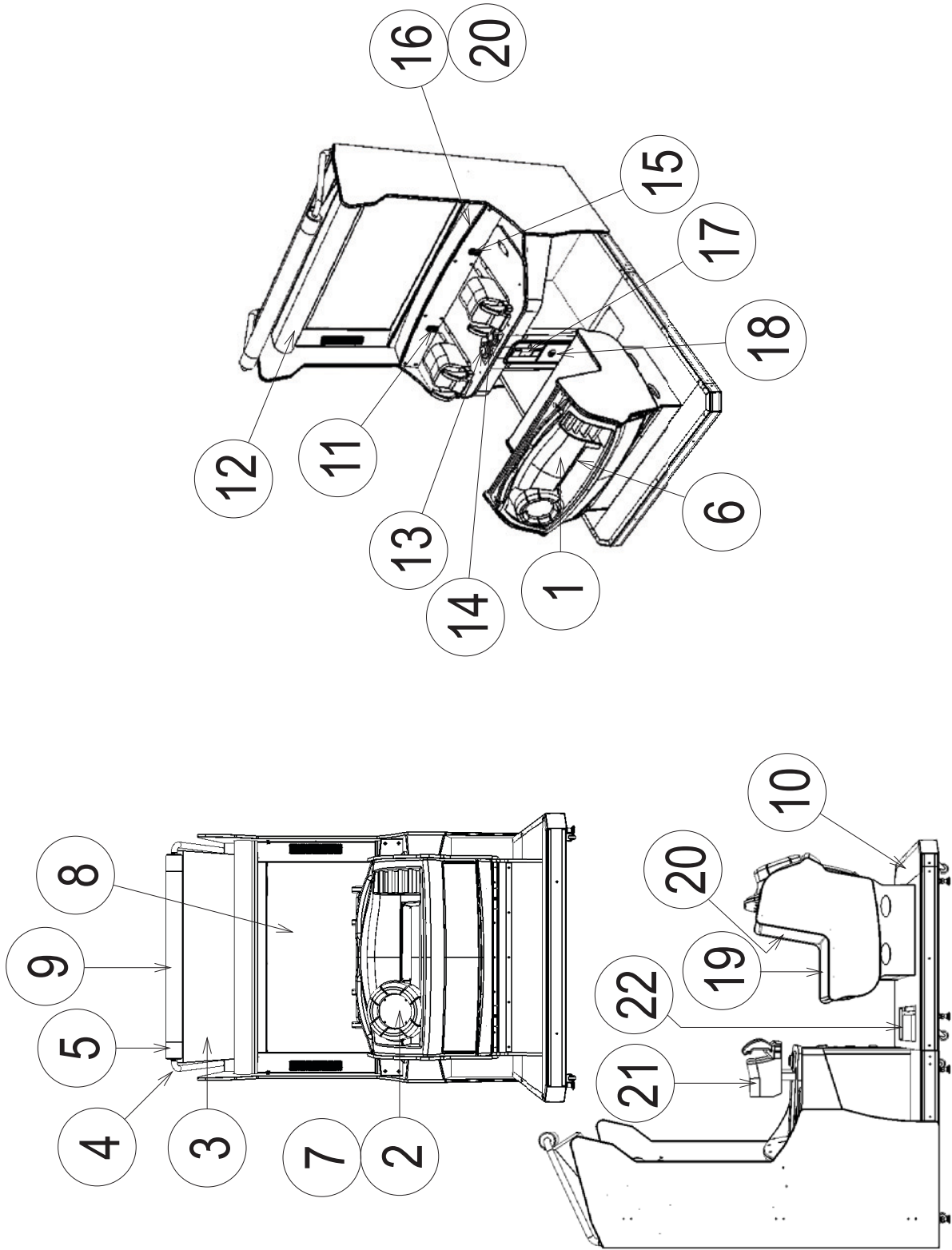
STICKER CONT SIDE L/R
LGI-2027/LGI-2028

21 PARTS LIST - (MAJOR PARTS)

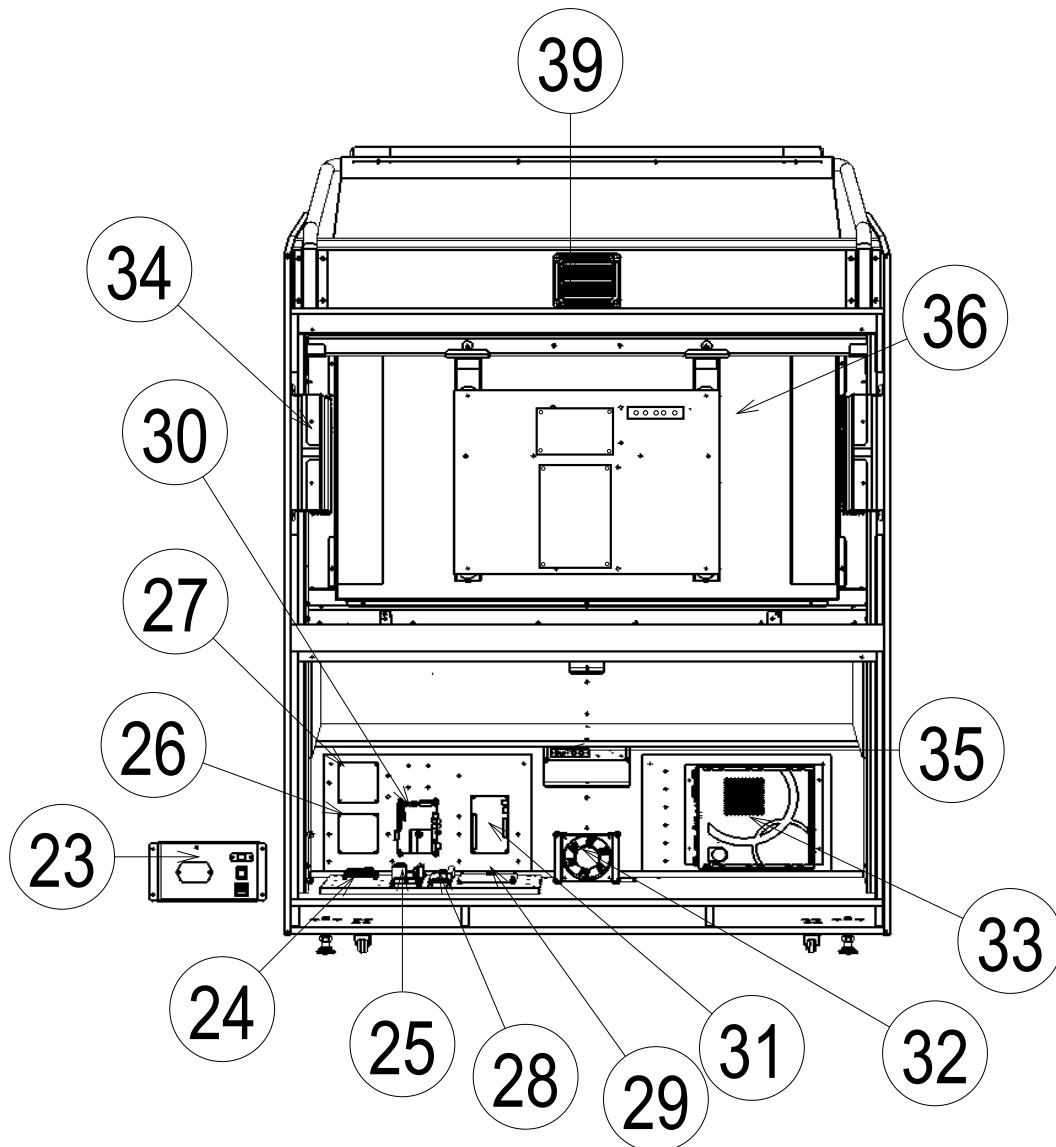
Plan Formation Chart



Major Parts - Drawing



Major Parts - Drawing

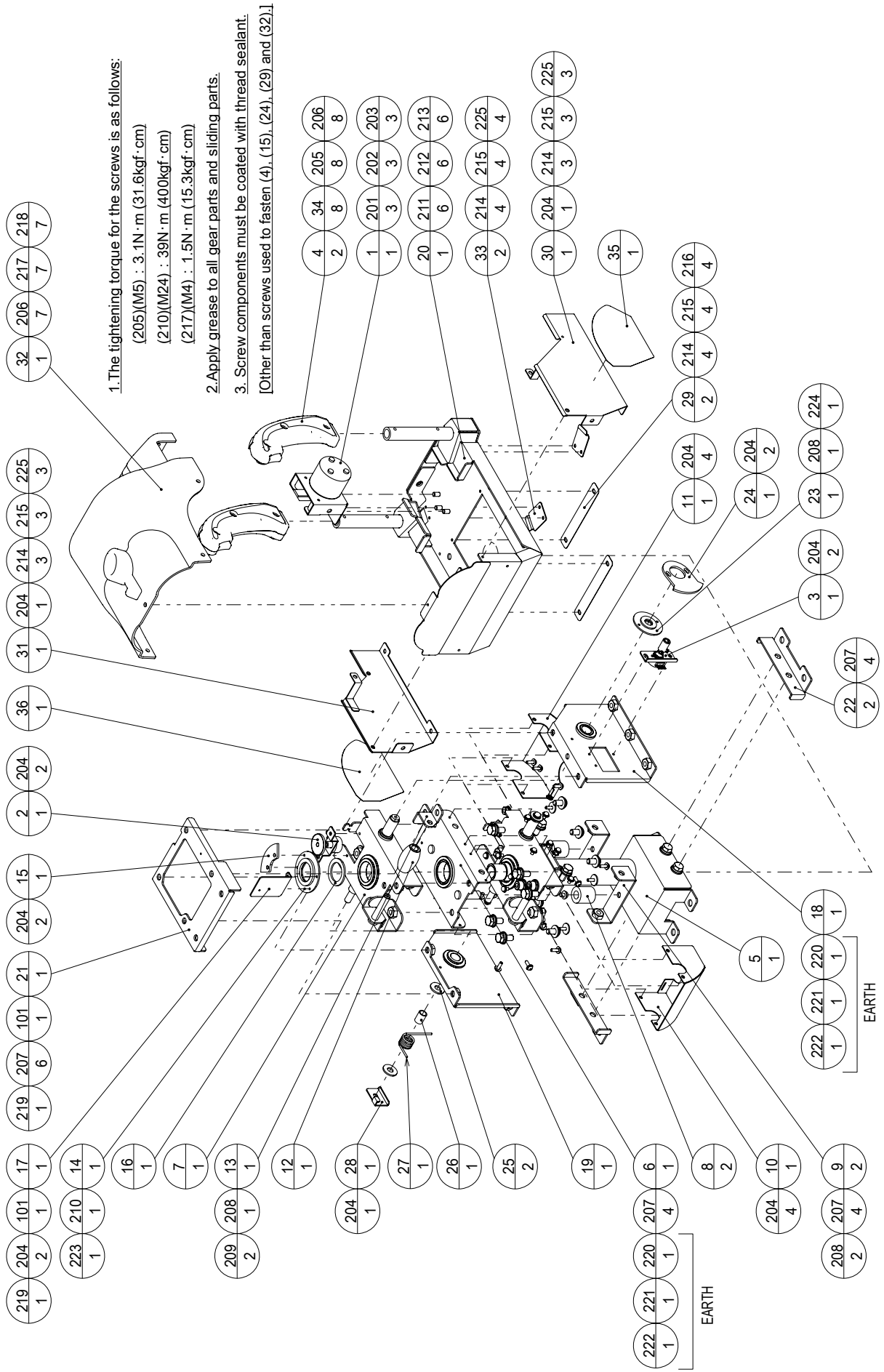


Major Parts - Part Numbers

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LGI-3701UK	STERN	
2	LGI-3704UK	LIFEBELT CENTRE	
3	LGI-1402UK	BANNER BILLBOARD	
4	LGI-1401UK	PIPE BILLBOARD	
5	LGI-1403UK	COVER BILLBOARD PIPE	
6	LGI-3703UK	COVER DOWNLIGHT	
7	LGI-3560UK	ASSY LED BKT LIFEBELT	
8	LGI-1109UK	SCREEN PROTECT LCD	
9	LGI-1404UK	VINYL BILLBOARD PIPE COVER	
10	LGI-1026UK	PERSPEX BASE UPLIGHTER	
11	260-0024-02	BLOWER	
12	LGI-1041UK	BILLBOARD PERSPEX	
13	LGI-1304UK	PORTHOLE BUTTON BASE	
14	509-6131UK	BUTTON LRG ROUND	
15	LGI-1013UK	GRILLE BLOWER	
16	LGI-1012UK	FASCIA PANEL	
17	220-5374-01	DOOR DFMD W/FR&LOCK C120 UNIV	
18	220-5727-01B	DOOR CASH SECURITY STS	
19	LGI-3604UK	SEAT COVER BTM	
20	LGI-3654UK	SEAT COVER BACK	
21	LGI-2000	CONTROLLER	
22	LGI-3800-AUK	FLOOR PANEL	
23	LGI-1080UK	ASSY AC BKT	
24	838-14551-02UK	AC DISTRIBUTION BD	
25	400-150-024-01	PSU 24VDC 150W LPS-150-24	
26	839-1285R02	ROTARY SOLENOID DRIVE BD (LEFT)	
27	839-1285R02	ROTARY SOLENOID DRIVE BD (RIGHT)	
28	400-050-024-01	PSU 24VDC 50W LPS-50-24	
29	400-5483	SW REGU EADP-130CF A DELTA	
30	838-14515-A09	SOUND AMP ANALOG IN	
31	837-14505	I/O CONTROL BD FOR JVS	
32	260-0024-01UK	FAN AC AXIAL DP200A	
33	847-0001D-02	ASSY CASE WDE 1GB EXP	
34	130-5156-02-91	SPEAKER BOX 8OHM 20W VA1 YL	
35	838-14548-01UK	SW & C VOL BD	
36	200-6052-SMSNG	DISPLAY 52" LCD SAMSUNG	

LGI-2000 ASSY CONTROLLER

(D-1/3)



1. The tightening torque for the screws is as follows:

- (205)(M5) : 3.1N·m (31.6kgf·cm)
- (210)(M24) : 39N·m (400kgf·cm)
- (217)(M4) : 1.5N·m (15.3kgf·cm)

2. Apply grease to all gear parts and sliding parts.

3. Screw components must be coated with thread sealant.
[Other than screws used to fasten (4), (15), (24), (29) and (32).]

EARTH

EARTH

LGI-2000 ASSY CONTROLLER

(D-2/3)

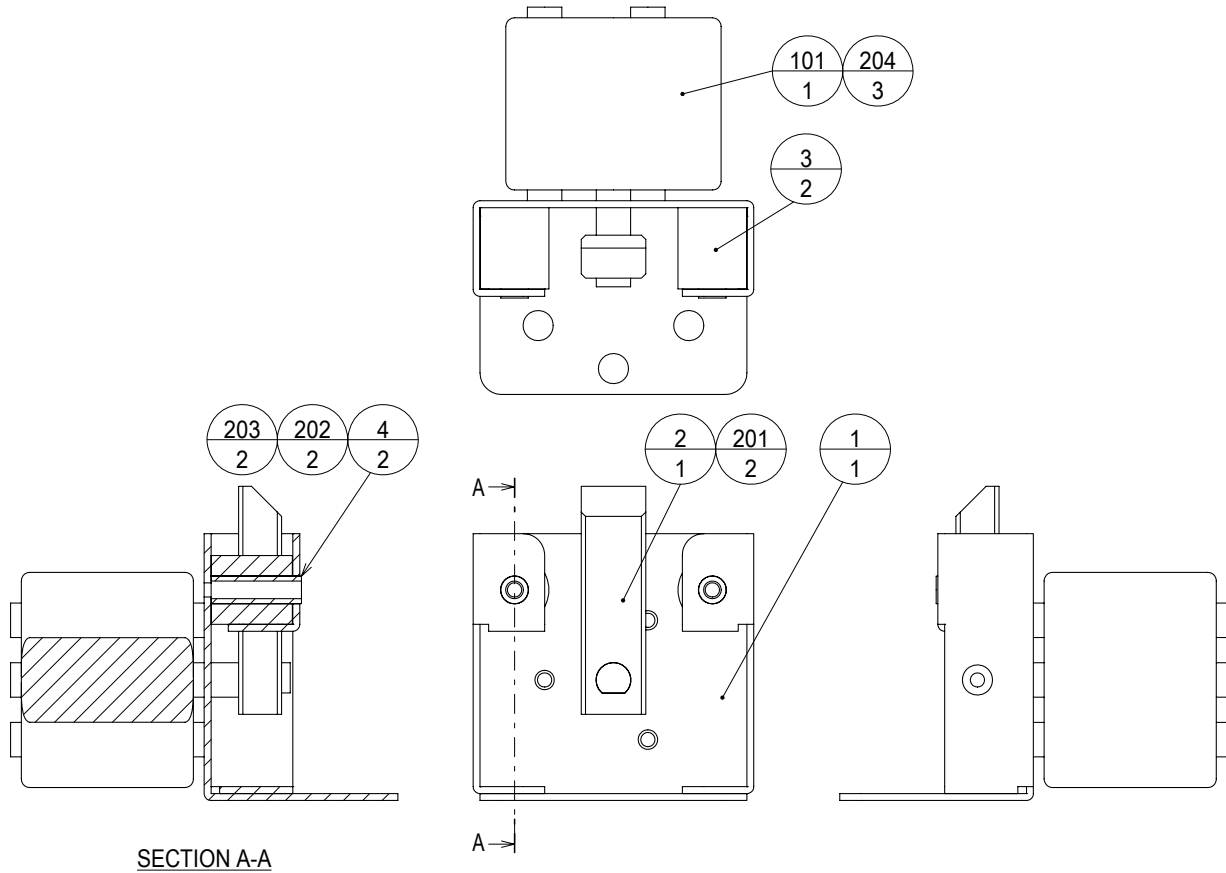
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LGI-2070	VIB UNIT	
2	LGI-2080	ASSY CONT TOP VOLUME	
3	LGI-2090	ASSY CONT SIDE VOLUME	
4	610-0842	GRIP UNIT	
5	LGI-2001	CONT MAIN SHAFT	
6	LGI-2002	SWING BASE LOWER	
7	LGI-2003X	SWING BASE UPPER	
8	LGI-2004	SWING STOPPER	
9	LGI-2005	SWING STOPPER BRKT	
10	LGI-2006	FINGER GUARD FRONT	
11	LGI-2007	FINGER GUARD REAR	
12	LGI-2008	CONT PITCH STOPPER	
13	LGI-2009	CONT PITCH STOPPER BRKT	
14	LGI-2010	GEAR PLATE TOP	
15	HLT-3105	GEAR 110 HLT	
16	LGI-2011	GEAR PLATE SPACER	
17	LGI-2012	WIRE STAY BRKT	
18	LGI-2013	CONT BASE SIDE L	
19	LGI-2014	CONT BASE SIDE R	
20	LGI-2015	CONT MAIN BASE	
21	LGI-2016	CONT BASE TOP	
22	LGI-2017	CONT BASE BRKT	
23	LGI-2018	GEAR PLATE SIDE	
24	601-6450	GEAR 110	
25	LGI-2029	SPACER WSHR	
26	LGI-2019	CONT SPRING SPACER	
27	LGI-2020	CONT PITCH SPRING	
28	LGI-2021	CONT SPRING BRKT	
29	LGI-2022	FINGER GUARD LID	
30	LGI-2023	CONT COVER LID L	
31	LGI-2024	CONT COVER LID R	
32	LGI-2025	CONT COVER	
33	LGI-2026	GRIP LOWER LID	
34	250-5721	GRIP WSHR	
35	LGI-2027	STICKER CONT SIDE L	
36	LGI-2028	STICKER CONT SIDE R	
101	280-7892	CORD CLAMP TL-19AN	
102	280-7881	CORD CLAMP SR10 CN	
	280-5275-SR10	CORD CLAMP SR10	
103	601-0460	PLASTIC TIE BELT 100 M/M	
104	601-5963-068	BUSH 2.3H (L=68MM)	
201	050-H00600	HEX NUT M6	
202	060-S00600	SPR WSHR M6	
203	060-F00600	FLT WSHR M6	
204	000-P00408-W	M SCR PH W/FS M4x8	
205	FAS-290063	HEX SKT ELH CAP SCR STN M5x10	

LGI-2000
ASSY CONTROLLER

(D-3/3)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
206	060-S00400-0C	SPR WSHR CRM M4	
207	030-000816-W	HEX BLT W/FS M8x16	
208	000-P00508-W	M SCR PH W/FS M5x8	
209	FAS-200064	HEX SKT CAP SCR BLK W/FS M8x20	
210	050-H02400-3	HEX NUT TYPE3 M24	
211	FAS-290104	HEX SKT SCR BH CRM M8x16	
212	060-S00800-0C	SPR WSHR CRM M8	
213	060-F00800-0C	FLT WSHR CRM M8	
214	FAS-290012	HEX SKT SCR BH BLK OZ M4x8	
215	060-S00400-0B	SPR WSHR BLK M4	
216	068-441616-0B	FLT WSHR BLK 4.4-16x1.6	
217	FAS-290088	HEX SKT SCR BH CRM M4x10	
218	FAS-600015	FLT WSHR CRM M4	
219	000-F00306	M SCR FH M3x6	
220	000-P00408	M SCR PH M4x8	
221	060-S00400	SPR WSHR M4	
222	060-F00400	FLT WSHR M4	
223	FAS-600044	SPR WSHR M24	
224	068-552016	FLT WSHR 5.5-20 x1.6	
225	060-F00400-0B	FLT WSHR BLK M4	
226	060-S00500-0C	SPR WSHR CRM M5	
301	LGI-60029	WH CONTROLLER	

LGI-2070 VIB UNIT

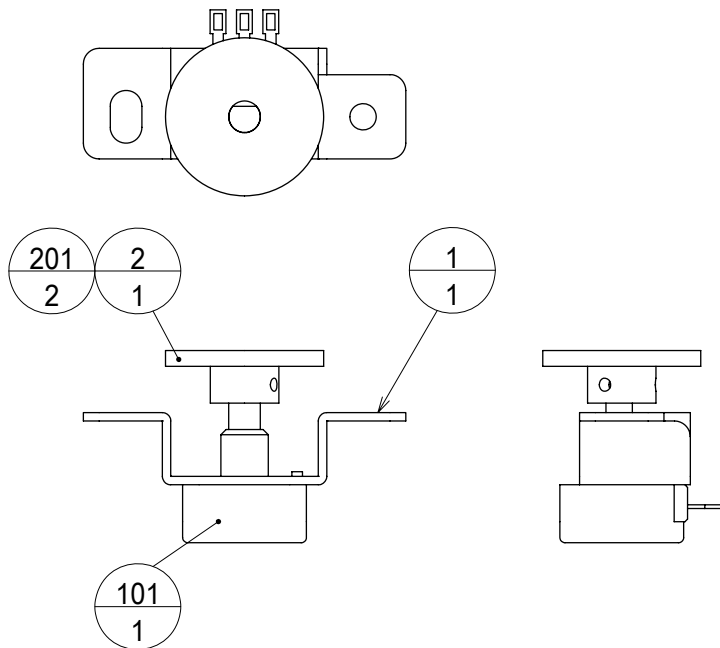


1. The tightening torque for the screws is as follows:
 (201)(M4) : 2.9N·m (29.5kgf·cm)

2. Screw components must be coated with thread sealant.
 [Other than screws used to fasten (4).]

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LGI-2071	VIB BRKT	
2	LGI-2072	VIB SHAFT	
3	LGI-2073	VIB STOPPER	
4	LGI-2074	VIB SPACER	
101	124-5109	RTRY SOL RSR20/20-CAB0-SG	
102	280-5207	HARNESS LUG CC-1005	
201	028-C00410-P	SET SCR CH CUP P M4x10	
202	000-P00430-W	M SCR PH W/FS M4x30	
203	050-H00400	HEX NUT M4	
204	000-P00408-W	M SCR PH W/FS M4x8	

LGI-2080 ASSY CONT TOP VOLUME

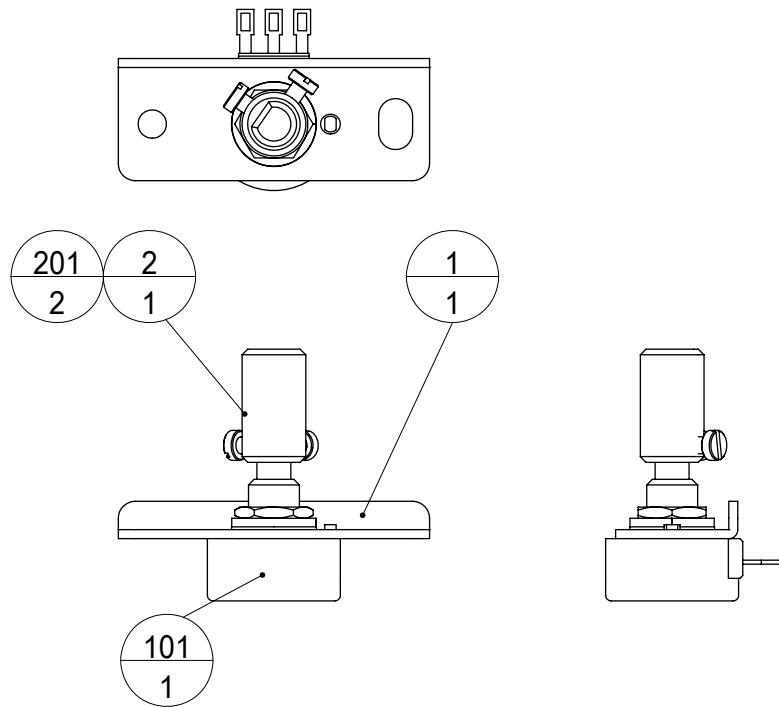


1. Screw components must be coated with thread sealant.
2. The tightening torque for the screws is as follows:
 (201): 1.25N·m (12.75kgf·cm)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LGI-2081	CONT TOP VOLUME BRKT	
2	601-9978	GEAR 40	
101	220-5832	VOL B-5K RVQ24YN04 25F B502	
102	310-5029-F20	SUMITUBE F F 20MM	
201	028-C00308-P	SET SCR CH CUP P M3x8	
301	LGI-60032	WH CONT VOL TOP	

LGI-2090

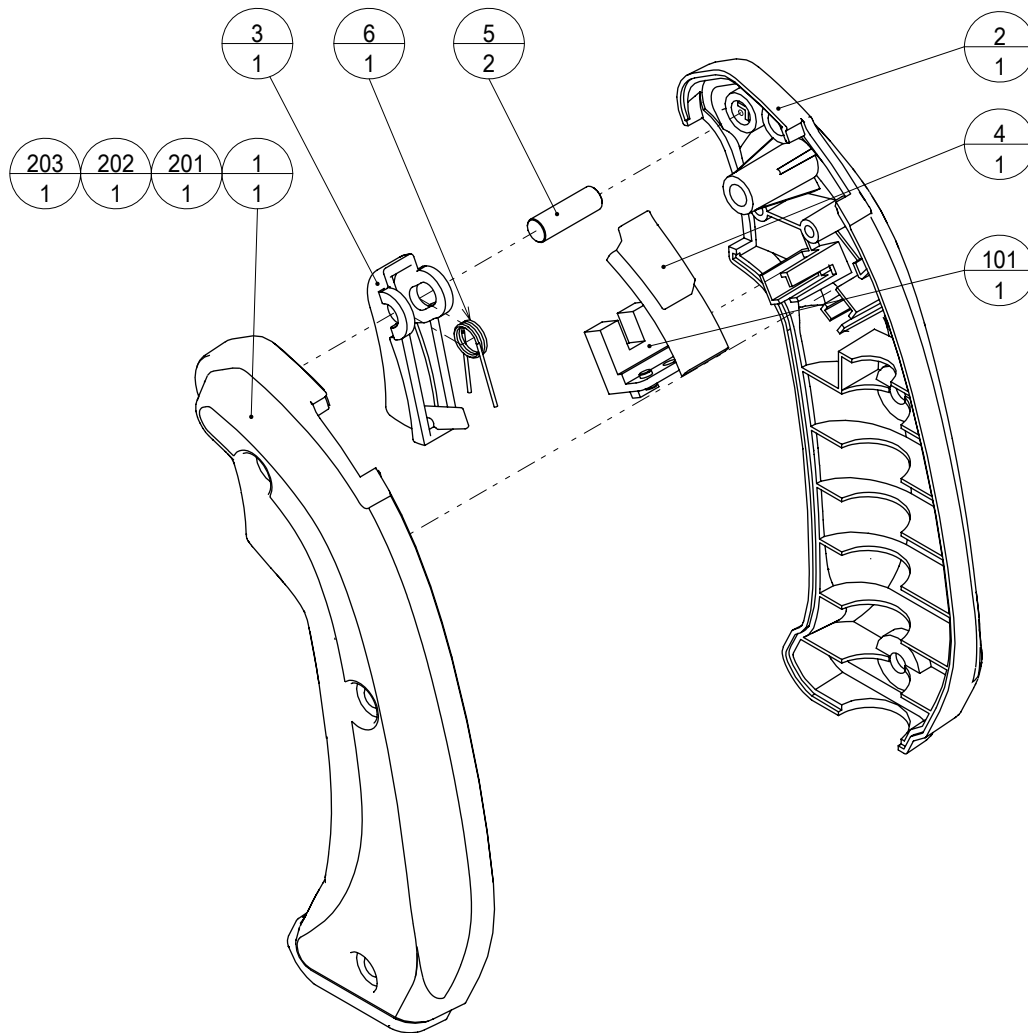
ASSY CONT SIDE VOLUME



1. Screw components must be coated with thread sealant.
2. The tightening torque for the screws is as follows:
(201): 1.25N·m (12.75kgf·cm)

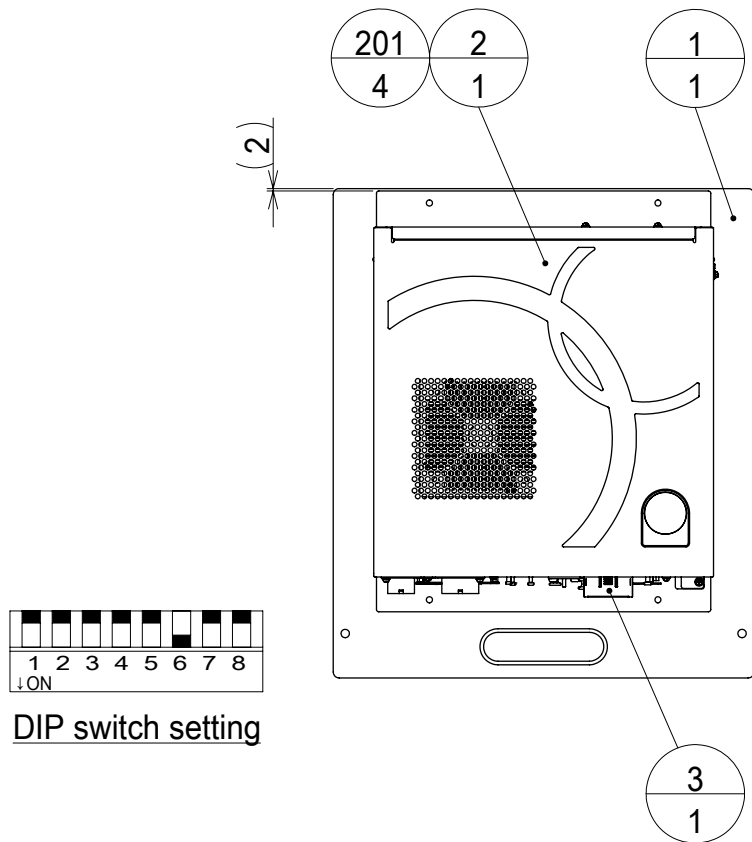
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LGI-2091	CONT SIDE VOLUME BRKT	
2	601-7944	GEAR 15	
101	220-5832	VOL B-5K RVQ24YN04 25F B502	
102	310-5029-F20	SUMITUBE F F 20MM	
201	028-C00308-P	SET SCR CH CUP P M3x8	
301	LGI-60031	WH CONT VOL SIDE	

610-0842 GRIP UNIT



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	253-5661	GRIP COVER L	
2	253-5662	GRIP COVER R	
3	253-5663	TRIGGER	
4	253-5664	THUMB COVER	
5	123-5134	GRIP SHAFT	
6	125-5249	GRIP SPRING	
101	370-5299	PHOTO INTERRUPTER KI1233-AALF	
201	FAS-290096	HEX SKT ELH CAP SCR STN M4x8	
202	060-S00400-0C	SPR WSHR CRM M4	
203	FAS-600015	FLT WSHR CRM M4	
301	600-8091	WH GRIP	

**LGI-4000
ASSY MAIN BD**



DIP switch setting (2) should be as above.

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LGI-4001	WOODEN BASE MAIN BD	
2	847-0001D-02	ASSY CASE WDE W 1GB EXP	
3	253-5644-010BG	KEY CHIP RGW LGI	

22 WIRE COLOR CODE TABLE

⚠ WARNING

The DC power wire color for this product is different from previous SEGA titles. Working from the previous wire colors will create a high risk of fire.

The color codes for the wires used in the diagrams in the following chapter are as follows.

A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

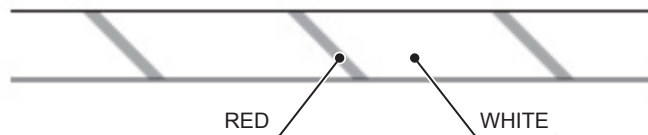
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

1	RED
2	BLUE
3	YELLOW
4	GREEN
5	WHITE
7	ORANGE
8	BLACK
9	GRAY

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

If the right-hand side numeral is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

<Example> 51.....WHITE/RED

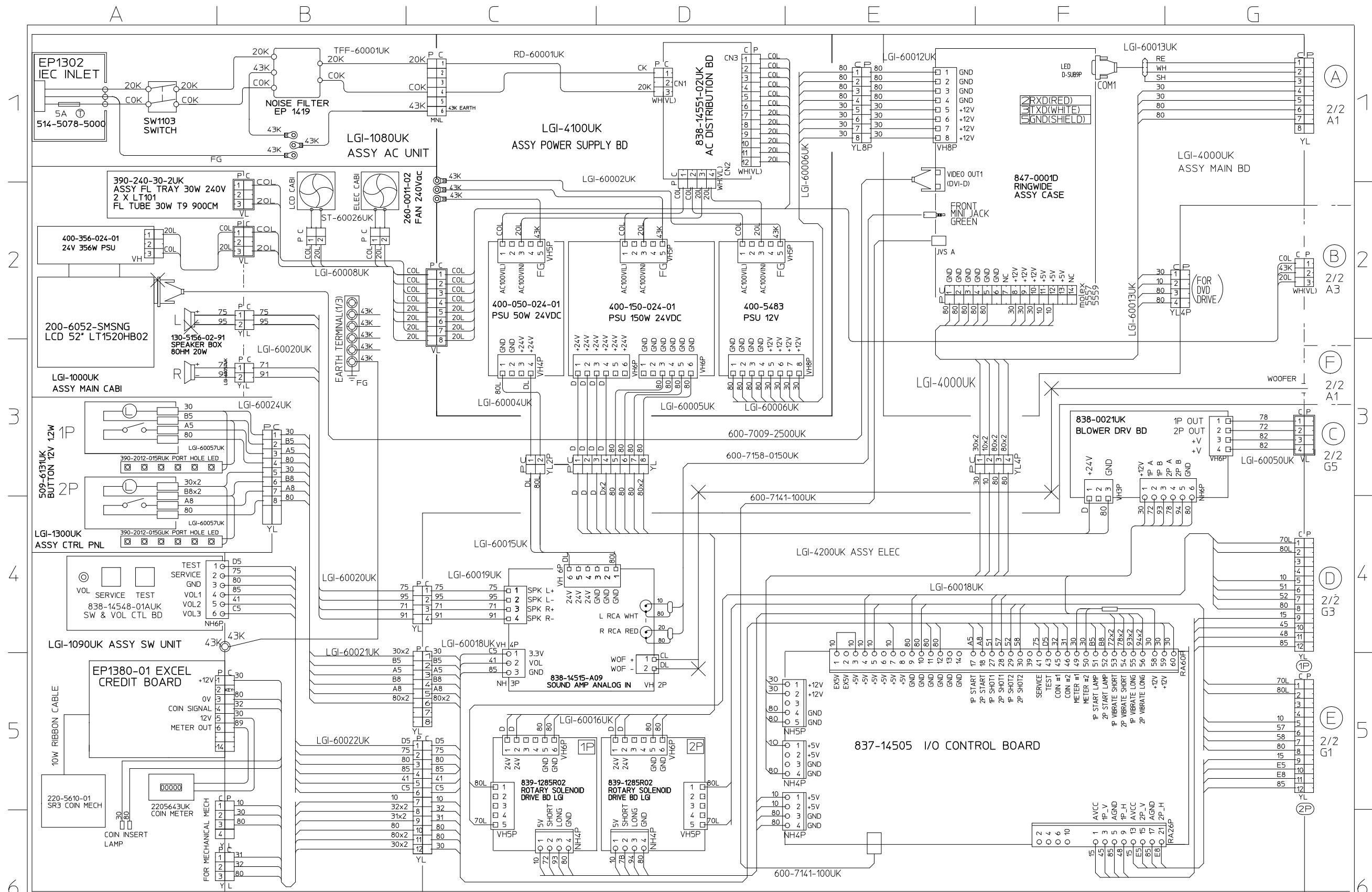


The character following the wire color code indicates the size of the wire.

U:	AWG16
K:	AWG18
L:	AWG20
None:	AWG22
T:	AWG24
△ :	AWG26 UL1007
☆ :	AWG18 UL1672
★ :	AWG20 UL1672

24 WIRING DIAGRAM

(D-1/2)

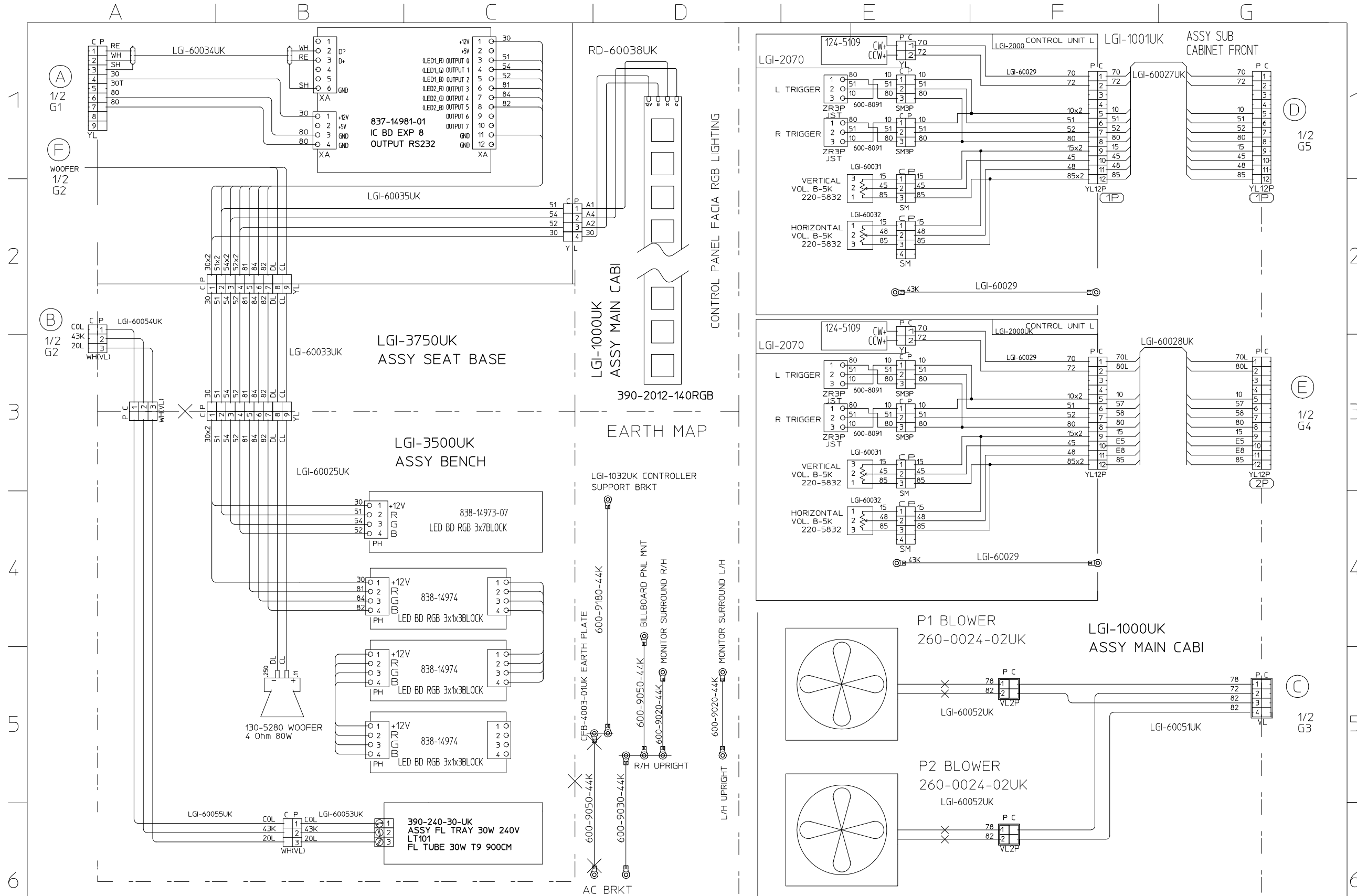


8	BLACK		43	EARTH WIRE
7	ORANGE	D	AWG18	UL1672
5	WHITE	E	AWG20	UL1672
4	GREEN	F	AWG16	UL1015
3	YELLOW	G	AWG18	UL1015
2	BLUE	H	AWG20	UL1007
1	RED	I	AWG22	UL1007
		J	AWG24	UL1007

LGI-0000UK	CW	23/11/10
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LET'S GO ISLAND	1/2
DESCRIPTION	DIAGRAM No.

(D-2/2)



8 BLACK	E LIGHT GREEN	43 EARTH WIRE
7 ORANGE	D PURPLE	* AWG18 UL1672
5 WHITE	C BROWN	* AWG20 UL1672
4 GREEN	B SKY BLUE	U AWG16 UL1015
3 YELLOW	A PINK	K AWG18 UL1015
2 BLUE	9 GRAY	L AWG20 UL1007
1 RED		T AWG22 UL1007

LGI-0000UK	CW
TOP-ASSY	23/11/10

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LET'S GO ISLAND	2/2
DESCRIPTION	DIAGRAM No.